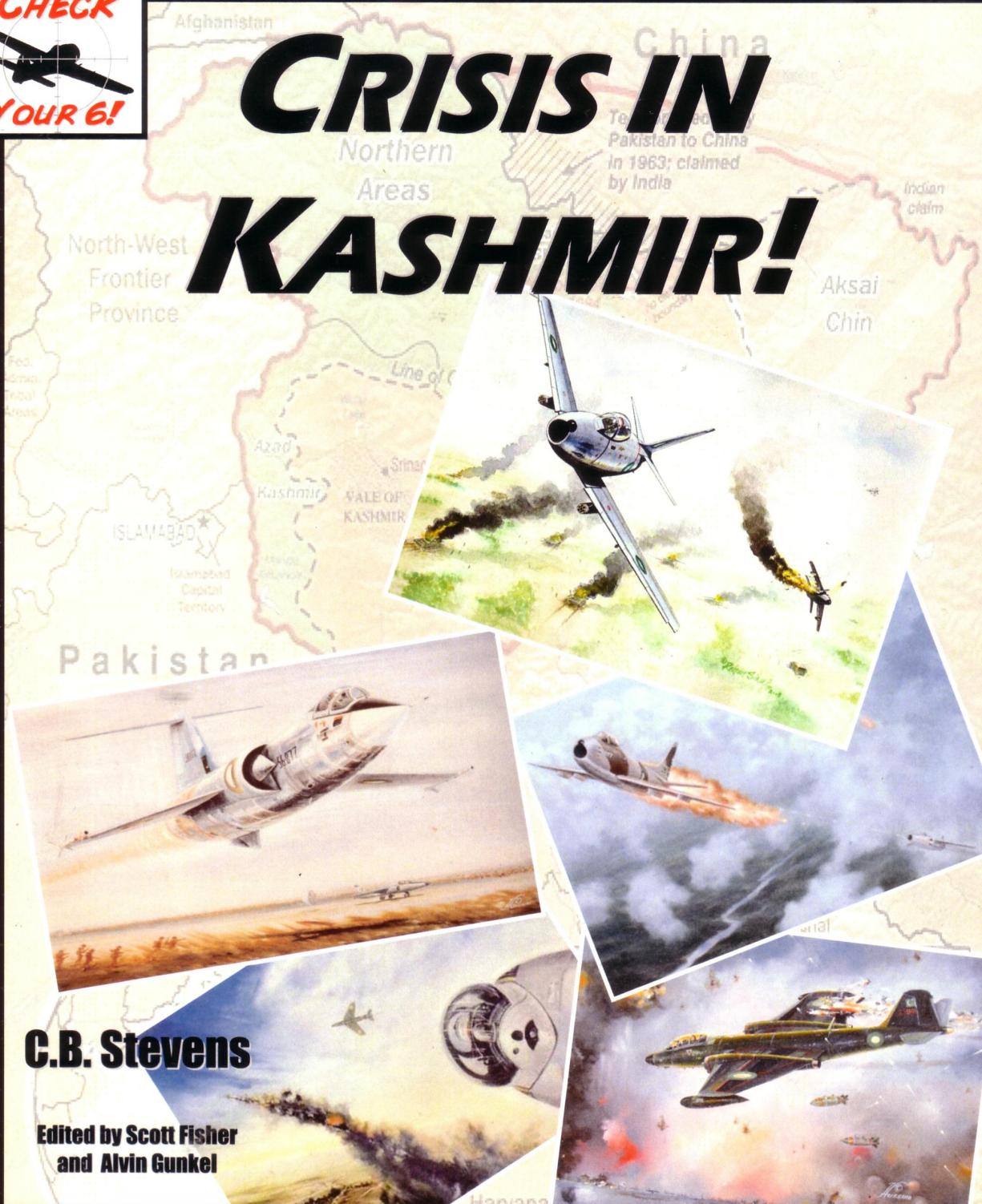


**CHECK**



**YOUR 6!**

# **CRISIS IN KASHMIR!**



**C.B. Stevens**

**Edited by Scott Fisher  
and Alvin Gunkel**



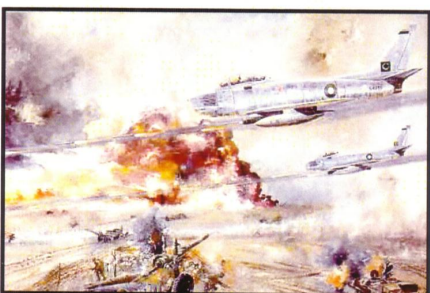
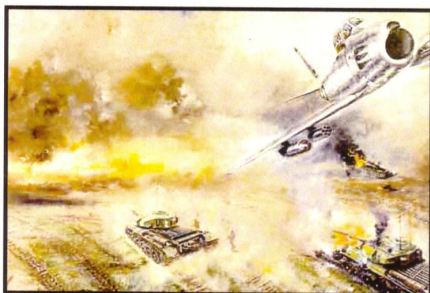
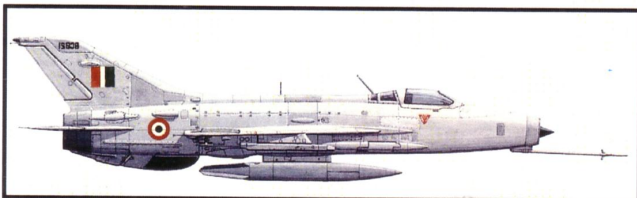
**JET COMBAT 1965  
INDIA VS. PAKISTAN**



From the Designers of *Skirmish Campaigns*



# CRISIS IN KASHMIR!



SC-04-10

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**CRISIS in KASHMIR!**



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|                                                      |           |
|------------------------------------------------------|-----------|
| <b>Introduction</b>                                  | <b>2</b>  |
| <b>Campaign History</b>                              | <b>3</b>  |
| <i>Origins of the Kashmir Dispute</i>                | <b>3</b>  |
| <i>Pakistan's Alliance with the West</i>             | <b>4</b>  |
| <i>India's International Position</i>                | <b>4</b>  |
| <i>The Second Kashmir War, 1965</i>                  | <b>5</b>  |
| <b>Air Base Map</b>                                  | <b>6</b>  |
| <b>Order of Battle</b>                               | <b>6</b>  |
| <b>Major Ground Offensives</b>                       | <b>7</b>  |
| <b>Campaign and Scenario Rules</b>                   | <b>8</b>  |
| <i>Victory Points</i>                                | <b>8</b>  |
| <i>Other Special Rules</i>                           | <b>9</b>  |
| <b>Strategic Campaign Rules</b>                      | <b>10</b> |
| <i>Political / Military Gamble Tables</i>            | <b>12</b> |
| <i>Strategic Victory Track Locations</i>             | <b>13</b> |
| <i>Strategic Victory Track and Example</i>           | <b>14</b> |
| <i>Campaign Event &amp; Diplomatic Gamble Tables</i> | <b>16</b> |
| <i>Campaign Score Sheets</i>                         | <b>17</b> |
| <b>Campaign Aircraft</b>                             | <b>23</b> |
| <b>Scenario Format</b>                               | <b>24</b> |





**CRISIS IN KASHMIR!**

# **CRISIS IN KASHMIR!**

## **Introduction**

The comedian Robert Brooks said he went to Kashmir once...to visit his sweater. And that is about all that most of us know about Kashmir. Those who do enough research to get beyond thermal textiles will find that control of Kashmir is a major point of contention between India and Pakistan, and that – like Palestine and Kurdistan – very few people care about the place and its issues, but those who do care are willing to go to great lengths to achieve their goals. But that is not why we chose to write this book. We came to the subject in a more roundabout way. Always looking for something interesting to put on the gaming table, the air forces of India and Pakistan in 1965 looked like great fodder for scenarios. Missile armed Sabres? Flying together with F-104s? Against Mig-21s and Vampires? A micro-fighter galled a "Gnat"? Canberras flying daylight bomber missions? This has to be good! And it was.

But the game is more than just the planes. It takes a lot of research to make the scenarios representative of history, to find the flavor of the engagements and then find a way to translate that into game play. Unfortunately, there is very little to be found on the air battles of the 1965 Indo-Pakistani war; fortunately what little that does exist is authoritative and official...even if the accounts from the opposing sides are divergent. Overlaying the Pakistani and Indian accounts of the same engagement was always an interesting and enlightening exercise, and every scenario in this book is a product of that comparison, but again, it is not just about the planes. As we researched the history of the forces and the geopolitics of the time the subject became more and more fascinating, and the importance of those factors in influencing the development, training and employment of those forces became obvious. These were not just two air forces equipped with completely different types of aircraft, these were two completely different air forces in every way imaginable. The Pakistani Air Force (PAF) was more or less a product of U.S. Cold War strategy, equipped with U.S. aircraft and missiles, highly trained by U.S. Air Force combat veterans of the Korean War, for the purpose of countering Soviet expansion and shooting down Soviet bomber formations (Pakistan, of course, had a different vision for its armed forces...). The Indian Air Force (IAF) was saddled with the legacy of World War II era British training and organization, a mish-mash of aging and increasingly obsolescent European aircraft (supplemented with a mere handful of recently arrived and too-valuable-to-be-risked MiGs) that created a logistical nightmare for spare parts and ammunition, and a large pool of very green pilots. The PAF employed missiles and machineguns; the IAF fielded massive cannon armament. The PAF tended to put up pairs of fighters on CAP supported by an F-104 flying radar cover at altitude, while the IAF sent its planes up in flights of four relying on GCI intercepts and visual identification.

The only major similarity between the two air forces was that the pilots on both sides were fiercely courageous, totally inexperienced, and prone to making the simplest mistakes – flying the wrong way, for instance, or firing a missile into the ground. We added this flavor to the book by creating the special Indo-Pakistani rule that there are no "take-backs"; if you make a mistake plotting your move, or fire a missile when it would not be possible, too bad. Live (or die) with it – because they did, and quite often.

It is the planes that we love to play with, though, and this war provided a great selection. The venerable F-86, superb dog-fighter and now armed with early Sidewinder missiles, was the workhorse of the PAF throughout the war. The F-104 was a fearsome psychological threat to the IAF but, limited by numbers and really only able to go up, down, and fast in a straight line, it was best used as an airborne radar platform. The Vampire, despite its massive cannon armament, proved to be so vastly outclassed by the Sabre that it was withdrawn from front line duty by the IAF during the first days of the war. The Mystere, though relegated by the IAF to a ground attack role, proved able to hold its own against the Sabre when the chips were down. The Gnat (so unique that it rated a section unto itself in the Special Indo-Pakistani Rules) developed a reputation as the 'Sabre Slayer' and earned a storied place of honor in IAF history, despite the dangerous quirks that killed a number of pilots. The Hawker Hunter gave the IAF a dog-fighter on par with the F-86, and the taut engagements between the two are a telling exercise in guns vs missiles and the effect of technology when similar platforms are pitted against each other. The threat posed by the MiG-21 made the PAF wary but, much like the PAF's own F-104, the aircraft had very little direct impact on the conflict – without missiles (usually) and with crews only minimally experienced in type, not only was the utility of the MiG-21 limited but its employment was also curtailed by the IAF command.

While each of the scenarios is highly enjoyable, the book would not have been complete without a campaign game. We felt that this conflict deserved an entirely new campaign concept for a number of reasons but most importantly because, unlike any previous CY6! book, this one covers an entire war, and therefore each scenario lends itself to quantifying an impact on the war as a whole. We wanted the players to have a true sense that the aerial engagements were not happening in a vacuum, and to get a real feeling for the importance of the decisions made in the air to the 'big picture' on the ground. In the modern age, small events on the field of battle can have remarkable consequences on the world stage.

This book is dedicated to those valiant pilots of both sides, in honor of the ultimate sacrifice each made for his beliefs, his nation, his family, and his comrades.



# The Second Kashmir War – September 1965

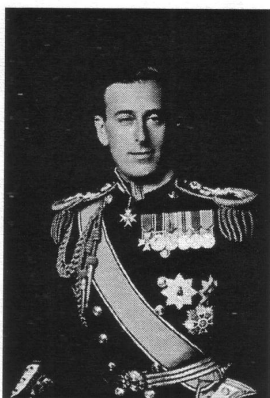


## Origins of the Kashmir Dispute

India and Pakistan came into existence at midnight on August 14<sup>th</sup>, 1947 as a result of the dissolution of Great Britain's Indian Empire under the Indian Independence Act. The act partitioned the territories of the British Raj into two sovereign nations, divided on religious lines. Predominantly Muslim areas were made part of the Dominion of Pakistan, and the rest were to become part of the Union of India.

The partition displaced up to 12.5 million people, and the refugees travelling in both directions – Muslims out of India and into Pakistan, and non-Muslims out of Pakistan and into India – were often the targets of vicious attacks. Estimates of the number killed as a result of the violence on both sides range from several hundred thousand to a million. The scale of the tragedy created an enduring distrust and mutual hostility between the two countries.

The partition also divided the Bengal province into East Bengal, which became part of Pakistan, and West Bengal, which became part of India. East Bengal was completely divorced geographically from the rest of Pakistan, being on the opposite side of India – it is presently known as the country of Bangladesh.



Lord Louis Mountbatten

The princely state of Kashmir, which encompassed the northwestern regions of the Indian subcontinent and had been ruled by the Sikhs since 1820, was predominantly Muslim. Its ruler, Hari Singh, was expected to step down and allow the territory to be absorbed into the Dominion of Pakistan. When this did not occur, Pakistan

launched a guerrilla operation in the territory in an attempt to intimidate Singh into accepting the accession. Singh, however, appealed to the British, and the Governor General of India, Lord Louis Mountbatten, agreed to intervene if Singh agreed to accede to India instead.



Singh accepted and Mountbatten sent Indian soldiers into Kashmir, who drove the Pakistani-sponsored guerrillas out of most of the state. Subsequently, the United Nations was invited to mediate the dispute, but conditions imposed by India prevented a referendum by the people of Kashmir. The situation has never been resolved, and the partitioned Kashmir is controlled in the north by Pakistan and in the south by India. The geographical divisions imposed by the partition of India and Pakistan would form the basis for three successive wars in 1965, 1971 and 1999.

## Pakistan's Alliance with the West

In 1954 Pakistan signed a Mutual Defense Agreement (MDA) with the United States, and in 1955 Pakistan joined with Turkey, Iraq, Great Britain, and Iran to found the Baghdad Pact. Similar to the North Atlantic Treaty Organization (NATO) and the Southeast Asia Treaty Organization (SEATO), the main purpose of the Baghdad Pact was to prevent communist incursions and foster peace in the Middle East. It was renamed the Central Treaty Organization (CENTO) in 1959 after Iraq pulled out of the Pact. Although the United States was not a member of the organization, it did sign bilateral military aid treaties with Pakistan, Iran and Turkey, ensuring that it would continue to be active in supporting the CENTO members.

As a result of its MDA with the United States, its membership in CENTO, and its presumably strategic location south of the USSR, Pakistan received a large influx of relatively modern US military equipment. It was able to replace much of its aging and outdated stocks of British equipment with large numbers of M-47 and M-48 tanks as well as 120 F-86F Sabres, fourteen radar-equipped F-104A Starfighters and a supply of AIM-9B Sidewinder heat-seeking air-to-air missiles. With these upgrades, which commenced in 1954 and continued through at least 1961, the Pakistani Army and Air Force gained a technological advantage over Indian forces. The Pakistan Air Force (PAF) also benefitted immensely from a training program in which its F-86 pilots were trained by US combat veterans of the Korean War, including a number of Sabre aces.

## India's International Position

On January 26<sup>th</sup> 1950, India left the Commonwealth. A new constitution was enacted which established the Republic of India as a secular and democratic state. Jawaharlal Nehru, who served as Prime Minister from 1952 to 1964, advocated a socialist model for the economy of India and an extensive public works and industrialization campaign. Nehru maintained friendly relations with both the United States and the Soviet Union, and his foreign policy was the inspiration for the Non-Aligned Movement, of which India was a co-founder. Until the 1960's India maintained relatively close military relations with Great Britain, and most of the Indian Air Force



## CRISIS IN KASHMIR!

(IAF) aircraft, training and doctrine were provided by the British. India's army was equipped mainly with World War 2-era British and American weapons.

In 1962 India entered into a disastrous military confrontation with the People's Republic of China over disputed territory in the Himalayan Mountains. The result was a greater focus by the Indian government on military modernization and expansion, but it did not come soon enough to have a significant impact on India's preparedness and capabilities before the Second Kashmir War.

### The Second Kashmir War, 1965

Due to the accession of Kashmir to India that had been agreed to by Hari Singh in 1948, India maintained a claim to all of Kashmir and took the position that it was entirely Indian sovereign territory. Pakistan's position was that the accession was illegal and that the political fate of Kashmir should be determined by its (predominantly Muslim) population. The Indo-Pakistani war of 1965, also known as the Second Kashmir War, officially began on September 10<sup>th</sup>, 1965, but the first act was really Pakistan's Operation Gibraltar, which was designed to infiltrate forces into the Indian administered portion of the territory called Jammu and Kashmir. Operation Gibraltar was expected to spark a Kashmiri Muslim insurgency against Indian rule.

Operation Gibraltar commenced on August 5<sup>th</sup> when upwards of 33,000 Pakistani soldiers disguised as Kashmiri civilians crossed the Line of Control into Kashmir. India discovered the infiltration and its forces entered Kashmir on August 15<sup>th</sup>. The Indian Army met with great success initially, gaining control of a number of important mountain passes. Pakistan, faced with the lack of success of Operation Gibraltar but the opportunity to cast India as the aggressor, launched a "counterattack" on September 1<sup>st</sup>, ostensibly in response to the Indian Army's invasion of the disputed region. The counterattack, code-named "Grand Slam", was built around the modern equipment provided by the US for the purpose of defending the region from the Soviets. This grand offensive, spearheaded by battalions of Patton tanks, achieved little success against stubborn Indian defenses and quickly ground to a halt with massive tank losses on the Pakistani side. Pakistan attempted to invoke the mutual defense clause of the CENTO treaty, but the US, highly displeased by what it considered a flagrant

misuse of the equipment it had provided to Pakistan, refused to come to Pakistan's aid and instead invoked a weapons embargo on both countries. As India possessed no US equipment and Pakistan possessed little *but* US equipment, the embargo was a strategic calamity for Pakistan, which viewed the US action as a betrayal.



The war, which lasted five weeks and was totally inconclusive, was ended by a UN mandated ceasefire. The Indian army suffered approximately 3,000 battlefield deaths, while Pakistan suffered approximately 3,800. The Indian army had taken approximately 710 square miles of fertile Pakistani territory while the Pakistani army gained control of approximately 210 square miles of Indian territory, primarily desert land. Neither side achieved any of its political ends, and the situation in the Kashmir remained unresolved and highly volatile.

# CRISIS IN KASHMIR!

## MAIN OPPOSING FIGHTER BASES



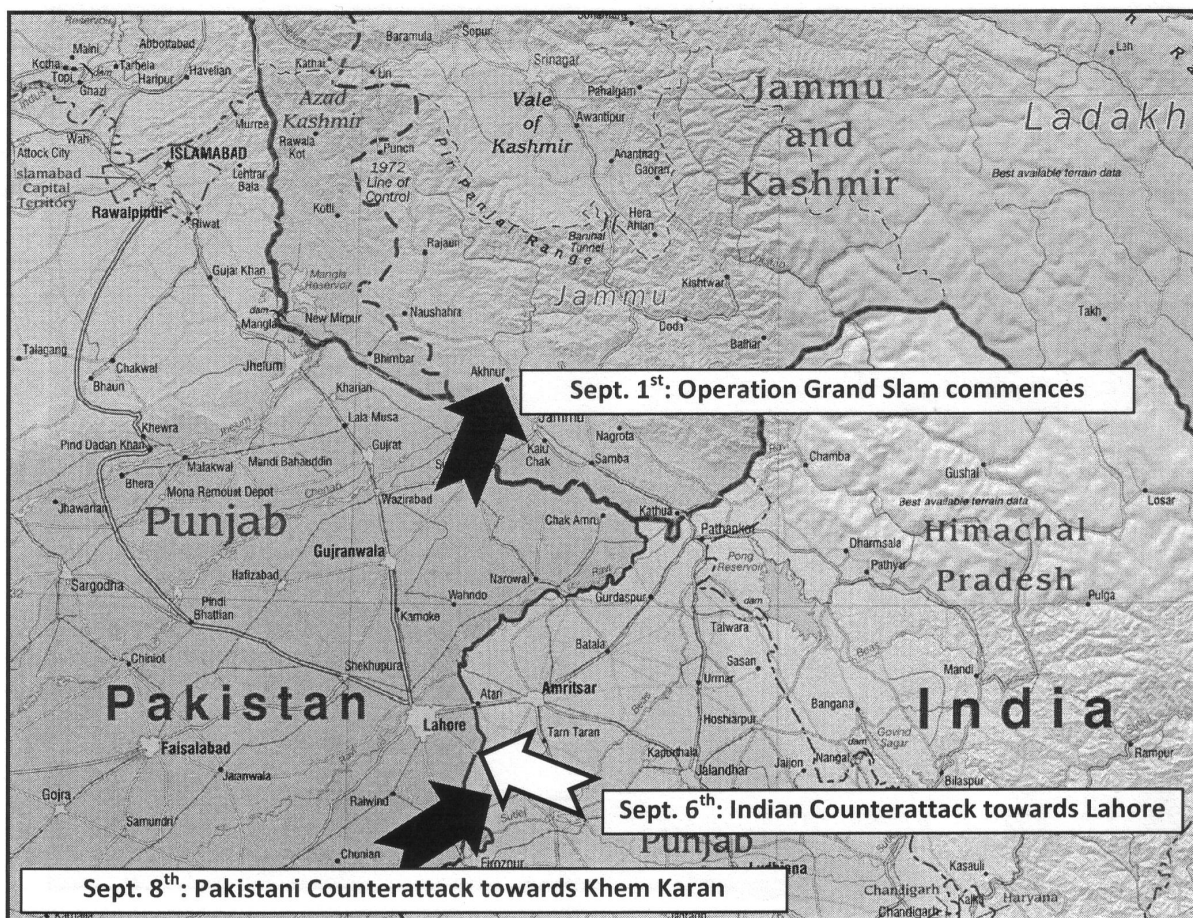
| PAKISTANI AIR FORCE DEPLOYMENT                 |           | INDIAN AIR FORCE DEPLOYMENT |             |          |
|------------------------------------------------|-----------|-----------------------------|-------------|----------|
| SARGODHA AIRBASE*                              |           | PATHANKOT AIRBASE           |             |          |
| N° 5 Sqdn                                      | (F-86)    | N° 28 Sqdn                  | (MiG-21)    |          |
| N° 9 Sqdn                                      | (F-104)   | N° 45/220 Sqdn              | (Vampire)   |          |
| N° 11 Sqdn                                     | (F-86)    | N° 23 Sqdn                  | (Gnat)      |          |
| N° 14 Sqdn                                     | (F-86)    | N° 31 Sqdn                  | (Mystere)   |          |
| N° 15 Sqdn                                     | (F-86)    | N° 3 Sqdn                   | (Mystere)   |          |
| N° 17 Sqdn                                     | (F-86)    | HALWARA AIRBASE             |             |          |
| N° 19 Sqdn                                     | (F-86)    |                             |             |          |
| * a complex of several satellite airfields     |           | N° 7 Sqdn                   | (Hunter)    |          |
|                                                |           | N° 27 Sqdn                  | (Hunter)    |          |
|                                                |           | N° 20 Sqdn                  | (Hunter)    |          |
|                                                |           | N° 2 Sqdn                   | (Gnat)      |          |
|                                                |           | N° 9 Sqdn                   | (Gnat)      |          |
|                                                |           | ADAMPUR AIRBASE             |             |          |
| N° 1 Sqdn                                      | (Mystere) |                             |             |          |
| N° 32 Sqdn                                     | (Mystere) |                             |             |          |
| N° 8 Sqdn                                      | (Mystere) |                             |             |          |
| N° 9 Sqdn                                      | (Gnat)    |                             |             |          |
| TOTAL STRENGTH                                 |           | TOTAL STRENGTH:             |             |          |
| F-86F: 100 (22 armed with Sidewinder missiles) |           | MiG-21: 10                  | Hunter: 48  | Gnat: 48 |
| F-104A: 10                                     |           | Mystere: 80                 | Vampire: 20 |          |

\* a complex of several satellite airfields



## CRISIS IN KASHMIR!

### MAJOR GROUND OFFENSIVES



**September 1<sup>st</sup>:** Pakistan launches Operation Grand Slam, an armored offensive into Kashmir directed at the strategically important bridge at Akhnur. After initial successes the offensive bogs down against stiff Indian resistance along the river and in the high ground where Pakistan's armored advantage is countered by the defensive terrain.

**September 6<sup>th</sup>:** With the situation stabilized around Akhnur, the Indian Army launches a counterattack in Punjab, to the south, to threaten the major Pakistani city of Lahore. While some Indian units penetrate across the Ichogil Canal that runs between the Ravi and Sutlej rivers just east of Lahore, and Indian artillery is within range of the Lahore airport, the attack is stopped on the eastern bank of the canal and the Indian forces remain stalemated there for the rest of the war.

**September 8<sup>th</sup>:** The Pakistani Army launches a heavy armored counterattack across the Ichogil Canal from Kasur, thrusting the mass of its M-47 and M-48 tanks into the flank of the Indian forces attacking towards Lahore. Progress is good until the Pakistani armor runs into strong antitank defenses near Khem Karan and the Pakistani armored force is shattered in one of the biggest tank battles since World War 2.

## Campaign and Scenario Rules

### Victory Points (VPs)

The Victory Point rules below *have been customized for this Campaign Book* and differ from those in the **CY6 JET AGE** rulebook. Players must use these Victory Point Rules rather than those in the **CY6 JET AGE** rulebook no matter if playing a campaign or just a stand-alone scenario.

Victory points are accumulated in three ways; Basic Victory Points, Board Exit Victory Points, and Special Order Accomplishment Victory Points. The side with the highest total of all types of victory points is the winner.

As Victory Points are earned in each scenario, each side should keep a record of these points. The side with the most Victory Points at the end of a scenario is the winner.

#### BASIC VICTORY POINTS

Basic Victory Points can be accumulated by damaging and destroying aircraft and for shooting down and/or capturing Poor, Green, Skilled, Veteran and Ace aircrews. The Basic Victory Points (VP) awarded for each action are listed in the table below:

| BASIC VICTORY POINTS                 |                            |                                  |           |                                       |           |
|--------------------------------------|----------------------------|----------------------------------|-----------|---------------------------------------|-----------|
| Type                                 | Aircraft Damaged & Returns | Aircraft Destroyed, Crew Returns |           | AC Destroyed, Crew Captured/Wound/KIA |           |
|                                      |                            | Indian                           | Pakistani | Indian                                | Pakistani |
| Other Aircraft                       | 1                          | 2                                | 4         | 4                                     | 7         |
| MiG-21PF                             | 2                          | 6                                |           | 10                                    |           |
| F-104A                               | 3                          |                                  | 8         |                                       | 14        |
| Canberra Bomber                      | 2                          | 4                                |           | 10                                    |           |
| Capture Poor (-1) or Green (+0) Crew |                            |                                  |           |                                       | +1        |
| Capture/KIA <i>Skilled</i> (+1) Crew |                            |                                  |           | +3                                    | +1        |
| Capture/KIA <i>Veteran</i> (+2) Crew |                            |                                  |           | +5                                    | +3        |
| Capture/KIA <i>Ace</i> (+3) Crew     |                            |                                  |           | +9                                    | +7        |

#### VICTORY POINTS FOR BOARD EXIT

Whenever an aircraft (damaged or undamaged) exits the board via a Friendly Board Edge it may automatically safely return to base. Whenever an aircraft exits via a **Neutral** or **Unfriendly** board edge it must make a Crew Check (see **CY6 JET AGE** Rules) while applying some additional modifiers to determine its ultimate fate:

- If the aircraft is exiting a "Neutral" board edge it must minus one (-1) from the die roll.

- If exiting from an "Unfriendly" board edge it must minus two (-2) from the die roll.
- Aircraft that are damaged must apply an *additional* minus one (-1) modifier.
- If the Crew Check succeeds, the aircraft safely returns to base.
- Aircraft that do not pass their Crew Check when exiting the board are considered damaged. If the exiting aircraft was already damaged it is considered destroyed.
- If the aircraft fails its check by four or more it is considered destroyed.

#### VICTORY POINTS FOR ACCOMPLISHING SPECIAL ORDERS

A scenario may list a specific number of victory points for accomplishing certain orders (such as destroying a bridge or factory, exiting bombers, etc). If the orders are accomplished, add these victory points to the friendly VP total. In this book, Special Orders Victory Points will most often be awarded for exiting aircraft off a certain board edge (allowing them to continue the mission or make it home), damaging/destroying ground targets, or shooting down notable crew(s).

#### AIRCREW SURVIVAL

When an aircraft is destroyed, players must roll for aircrew survival. Note that this roll is critical to victory determination in this book and is not an optional rule. First, roll for *Aircrew Condition* to determine if the aircrew bailed out successfully. Second, roll *Aircrew Capture or Return* to determine if the aircrew was captured or returned to friendly territory.



### **Aircrew Condition**

If an aircraft is destroyed, roll to see if the crew has successfully bailed-out or if they are seriously wounded/killed; repeat the fatal attack on the destroyed aircraft using the same attacking firepower column and robustness as before. If an aircraft was destroyed after exiting a neutral or unfriendly board edge it must also roll a Crew Check to determine aircrew condition.

- If the roll *succeeds* the aircrew bails-out successfully.
- If the roll *fails*, the crew is killed or seriously wounded (same as KIA for game purposes).

### **Aircrew Capture or Return**

All crews that successfully bail-out over *friendly territory* automatically return to base and *do not* have to make the Aircrew Capture or Return roll. Crews that successfully bail out over *neutral or enemy territory* must make a Crew Check to determine if the crew returns to base or is captured. Apply the following die roll modifiers:

#### Location (one of the below)

- 1 Aircraft was destroyed after exiting an *unfriendly* board edge.
- 2 Aircraft was destroyed in a *neutral* board area
- 3 Aircraft was destroyed in a *enemy* board area

If the Aircrew Check is passed, the crew escapes and returns home. If the Aircrew Check fails, the crew is captured. Note that aircrew from aircraft that are destroyed after exiting a neutral or unfriendly board edge must also check for capture or return.

## **Other Special Rules**

### **INEXPERIENCED CREWS**

Players are not allowed to "take back" any "mistakes". Instead, an appropriate "result" must be enforced.

*Example 1: If a player fires a missile, then subsequently it is realized that the missile could not have been fired because the target was not within the missile's acquisition, tracking, or flight parameters and therefore could not possibly hit the target, that missile is "lost", as if an inexperienced pilot had wasted the missile on an impossible shot.*

*Example 2: If a player mistakenly dives his aircraft into the ground, that aircraft is destroyed.*

*Example 3: If a player plots a non-allowable special maneuver his aircraft must immediately go out-of-control.*

### **POOR (-1) CREWS**

Poor (-1) crews are treated as green in all respects but take a minus one (-1) die-roll penalty when making crew checks and firing.

### **PLACING AIRCRAFT ON THE BOARD**

Some scenarios represent a 'bounce' by indicating in the set-up instructions that the player "place" an aircraft on the board, usually on a randomized turn of entry. When this is the case, the aircraft is placed on the board during the turn indicated, in move group order, but does not move during that turn; in other words, its placement on the board constitutes its movement for that turn.

*Example: Set-up instructions say "Place on turn 1+d4 anywhere in board area A or B". Before game start, the player rolls a d4 and adds the result to '1' to determine the turn of entry for the aircraft. If the die roll result was a '2', the turn of entry would be turn 3 (turn 1 + 2 = turn 3). On turn 3 the aircraft is placed anywhere the player wishes in either board area A or B, at the same time as the other aircraft in its move-group execute their movement for that turn.*

### **MISSILE TRAINING**

Both Pakistani and Indian crews may only fire one missile per turn.

### **DROP TANKS AND WEAPONS STORES**

- Aircraft carrying drop tanks are considered half-loaded.
- Aircraft carrying external weapons stores are considered half-loaded. Aircraft carrying internal weapons stores are considered fully-loaded.
- Aircraft carrying both drop tanks and weapons stores are considered fully-loaded.
- Both Indian and Pakistani crews often experienced difficulties in jettisoning tanks and stores. Crews may always attempt to jettison tanks and stores, but each crew may only make one attempt during the scenario.
  - At the beginning of any turn, roll one d6 for each type (tanks or stores) being jettisoned. Attempt fails on a result of '1' and that type (tanks or stores) remains hung for the remainder of the scenario; if one type remains hung the aircraft is considered ½ loaded, if both types remain hung the aircraft is considered fully loaded.

## CRISIS IN KASHMIR!

- In the turn that it jettisons tanks or stores the aircraft may not exceed speed 5 and may not execute a turn, extreme turn or special maneuver, and may not climb or dive more than one level.

### ANTI-AIRCRAFT FIRE

- Anti-Aircraft fire is always directed at the closest target, regardless of nationality. If two or more aircraft are equidistant, randomly select which aircraft to target.
- Some scenarios replicating heavily defended zones, such as front line positions and airbases, will note anti-aircraft in certain board areas, e.g. "Anti-aircraft. Board areas A, C and F". Any aircraft, regardless of nationality, is automatically attacked once by Light AA during each turn in which it flies at TAL 1 or TAL 2 SURFACE LOW CAB in or through those board areas.



### FOLLAND GNAT

Designed in 1952 and adopted by India in 1958, the Gnat was a "micro-fighter" with a length of 28' 8" and a wingspan of 22' 1". It was intended to provide ease of maintenance as well as low purchase cost and operational costs. It was intended to be an aircraft that could be easily

produced by less industrialized countries, and in fact India eventually built an indigenous version called the Ajeet. While India considered the aircraft a great success (hailing it as "the Sabre Slayer"), it fared very poorly with the only other country to adopt it in the fighter role, Finland, which dropped the accident-prone aircraft from service in 1972.

- Gnat cannons were notorious for jamming. All Gnat fighters check for out of ammo as if one level lower than their actual crew skill {e.g. *skilled* (+1) crew check as if *green* (+0)}; *green* (+0) crew are out of ammo on any doubles or any roll that equals five or less.
- The Gnat suffered from a 'trim overflow' problem that caused the elevator to unexpectedly set itself to excess trim thus forcing the nose down. Gnats must check for Out Of Control anytime they execute an extreme turn at speed 6 or speed 7.
- The Gnat carried an extremely small fuel supply giving it a very limited range and endurance. Scenarios will specify the endurance limit for all Gnats deployed in that scenario as a randomly determined turn number, e.g. "**Gnat Endurance:** 10+d20 turns". The Indian side will modify the turn number by rolling the appropriate type of die and adding the result to the turn number; in this example, roll a d20 and add the result to "10". The modified number is the turn on which Gnat endurance ends; any Gnat which did not exit a friendly board edge by the end of that turn must, at the conclusion of the scenario, check for crash on landing as if damaged.

## Kashmir Strategic Campaign Rules

*Crisis in Kashmir!* includes an innovative enhanced campaign system that replicates not just the effects of battlefield combat on strategic objectives, but also the effect that political and diplomatic exertions have on the course of war. Players may use the rules below to add elements of grand strategy to their play as well as to gain the flavor of the conflict and its historical setting. Shrewd players may find that they can win the war, even if they lose the battle.

### Campaign Play follows the sequence below:

1. Determine the winner of the scenario just played by totaling the number of Victory Points (VP) awarded to each side. The side with the

most VP is the winning side and has the initiative for this round of Campaign Play. [See **A. Victory Points**, below] In the event of a tie (both sides have the same number of



## **CRISIS IN KASHMIR!**

VP), each side rolls a die and the side with the higher die roll result is considered the winner for the purposes of following the Campaign Play process described below.

2. Determine the number of Kashmir Points (KP) awarded to each side based on scenario play. [See **B. Kashmir Points**, below]
3. The winning side may choose an "effect" from its Political / Military Gamble (PMG) table. [See **C.1. Political / Military Gamble Tables**]
4. The winning side conducts strategic play on the Strategic Victory Track (SVT). [See **D. Strategic Victory Track**, below]
5. The winning side may choose an "effect" from its PMG table if it did not already do so before conducting strategic play.
6. The losing side conducts strategic play on the Strategic Victory Track.
7. The losing side may choose an "effect" from its Political / Military Gamble table. [See **C.2. Political / Military Gamble Tables**, below]
8. The winning side may choose to roll on the Diplomatic Gamble Table, but no more than twice per campaign. [See **G. Diplomatic Gamble Table**, below]
9. The losing side may choose to roll on the Diplomatic Gamble Table, but no more than twice per campaign.

### **A. VICTORY POINTS**

1. Victory Points (VP) are always awarded for damaging, shooting down, or destroying enemy aircraft and crews as a result of aerial combat.
2. Victory Points are also awarded for achievements within the parameters of each scenario that could impact the tactical or operational situation, such as successfully penetrating enemy airspace en route to a target, recovering strike aircraft to base, or forcing the enemy to jettison drop tanks.
3. Victory Point totals at the end of each scenario determine the winner of the scenario. The side that accumulates the most VP in the course of that scenario is the winner. The winner of the scenario takes the initiative for the strategic offensive phase (campaign play) [See rule D.3. below].

4. Victory Points are also used to assist in advancing the strategic offensive (campaign play) [See rule D.4. below].

### **B. KASHMIR POINTS**

1. Kashmir Points (KP) are necessary to advance the strategic offensive against the enemy and win the campaign [See **C. Strategic Victory Track**, below].
2. Pakistan starts the campaign with 2 KP; India starts the campaign with 0 KP.
3. One KP is always awarded to the winning side at the conclusion of each scenario.
4. Kashmir Points are also awarded for achievements within the parameters of each scenario that could affect the strategic situation. In some cases the event is something as simple as bringing aircraft back to base with their external drop tanks, due to the insufficient endurance of the aircraft type and the critical shortage of such equipment. In other cases they are awarded for destroying vital materiel and weapons systems, such as bombers or armored forces; or for actions with political or propaganda value, such as capturing elite Pakistani crews or violating Indian airspace prior to the declaration of war. The requirements for receiving these scenario-specific KP are found in each scenario in the Special Campaign Rules section.
5. In some scenarios Kashmir Points can be lost if the side performs very poorly or the action results in a significant loss of strategic resources. In these cases, deduct the specified number of KP from the side's total before beginning the campaign play after that scenario. If this causes the total KP to drop below zero, then the negative balance must be made up by KP earned in future scenarios.

### **C. POLITICAL/MILITARY GAMBLE TABLES**

1. The winning side in each scenario may opt to expend Kashmir Points (KP) and/or Victory Points (VP) in order to select one effect on that country's Political / Military Gamble Table. This may be done before or after the determination of Current Victory Status (see A.5 above). Only one effect may be chosen at the end of any scenario.

### CRISIS IN KASHMIR!

2. The losing side in each scenario may opt to expend Kashmir Points (KP) and/or Victory Points (VP) in order to select an effect on that country's Political / Military Gamble Table, *but may only do so after the determination of Current Victory Status* (see A.5 above). Only one effect may be chosen at the end of any scenario.
3. Each "Effect of Expenditure" listed in the tables may only be selected once during the course of the campaign. Exception: Players may choose "Roll once on the Campaign Event Table" as many times as they wish.
4. The player expends a number of KP and/or VP as indicated in the two left-hand columns of the table.
  - a. In cases where the table indicates "and", the player expends both KPs and VPs.
  - b. In cases where the table indicates "or", the player chooses whether to expend KPs or VPs.
5. The player receives a number of KP and/or VP as indicated in the two right-hand columns of the table. In some cases the number of points received is randomized by dice rolls, e.g. "+2xd4" means that the player rolls two four-sided dice and receives a total number of points equal to the dice roll result.
  - a. In cases where the table indicates "and", the player rolls the number and type of dice noted for KPs and the number and type of dice noted for VPs.
  - b. In cases where the table indicates "or", the player decides first whether to roll the number and type of dice noted for KPs or the number/ type of dice noted for VPs.

| C. PAKISTAN POLITICAL / MILITARY GAMBLE TABLE |           |    |                                                                                           |                   |        |
|-----------------------------------------------|-----------|----|-------------------------------------------------------------------------------------------|-------------------|--------|
|                                               | KP        | VP | EFFECT of EXPENDITURE                                                                     | PAKISTAN RECEIVES |        |
|                                               |           |    |                                                                                           | KP                | VP     |
| 1                                             | 1 and 12  |    | Favorable Chinese pressure in the UN General Assembly.                                    | +2                |        |
| 2                                             | 4         |    | Highly effective international propaganda campaign                                        | +2xd4             |        |
| 3                                             |           | 16 | Islamic Union pressure in favor of Pakistan                                               | +1                |        |
| 4                                             |           | 6  | Effective employment of combined arms operations                                          |                   | +1xd20 |
| 5                                             | 1 or 10   |    | Successful air interdiction operations                                                    | +2 or             | +16    |
| 6                                             |           | 24 | Successful bombing raid on Indian airbase                                                 | +1xd4 or          | +3xd20 |
| 7                                             |           | 8  | Destroy Indian forward supply depot.                                                      |                   | +1xd20 |
| 8                                             | 15 and 40 |    | Convince United States to lift embargo                                                    | +3xd6 and         | +4xd20 |
| 9                                             |           | 24 | Arm all F-86 aircraft in next scenario with two missiles each.                            |                   |        |
| 10                                            | 2         |    | China provides military resupply.                                                         |                   | +3xd20 |
|                                               |           |    |                                                                                           |                   |        |
| 11                                            | 1 or 5    |    | Roll once on the Campaign Event Table (see campaign rule F: may be chosen more than once) |                   |        |

| C. INDIA POLITICAL / MILITARY GAMBLE TABLE |          |    |                                                                                           |                |        |
|--------------------------------------------|----------|----|-------------------------------------------------------------------------------------------|----------------|--------|
|                                            | KP       | VP | EFFECT of EXPENDITURE                                                                     | INDIA RECEIVES |        |
|                                            |          |    |                                                                                           | KP             | VP     |
| 1                                          | 3        |    | Soviet Union pressures U.N. to mandate a cease-fire                                       | +2xd4          |        |
| 2                                          | 4 and 20 |    | United States declares Pakistan in breach of treaty agreements                            | +2xd10         |        |
| 3                                          | 1 or 8   |    | Favorable attention in international press                                                |                | +3xd6  |
| 4                                          |          | 12 | Successful bombing raid on Pakistani airbase                                              | +2             |        |
| 5                                          | 1 or 10  |    | Highly successful close air support operations                                            | +2 or          | +16    |
| 6                                          |          | 12 | Destroy Pakistani forward supply depot                                                    | +1 and         | +1xd20 |
| 7                                          | 4        |    | Highly effective international propaganda campaign                                        | +2xd6 or       | +3xd4  |
| 8                                          |          | 8  | Brilliant defense of key terrain blunts Pakistani offensive                               | +1xd4          |        |
| 9                                          | 1 and 16 |    | Launch major counterattack into Pakistani Punjab                                          | +1xd10 and     | +4xd20 |
| 10                                         |          | 9  | Attack East Pakistan                                                                      | +1xd4 and      | +5xd4  |
| 11                                         | 1 or 5   |    | Roll once on the Campaign Event Table (see campaign rule F: may be chosen more than once) |                |        |



## CRISIS IN KASHMIR!

### D. STRATEGIC VICTORY TRACK (SVT)

1. Campaign victory is determined by the status of the Strategic Victory Track at the end of the final scenario. **Exception: if either side achieves "TOTAL VICTORY" at any point, the campaign ends immediately.**
2. Victory status is indicated by the position of a marker in the named boxes along the Strategic Victory Track. At the beginning of the campaign the marker starts in the "CHAMB" box.
3. At the end of each scenario the winning side may choose to attempt to move the marker to an adjacent named box (e.g. from "CHAMB" to "JAURIAN" or from "JAURIAN" to "CHAMB") by expending 1 KP and rolling 2xd6. Each named box indicates the dice roll or higher necessary in order to move the marker into that box.

*Example: to move the marker into the "AKHNUR" box, the player must roll a 10 or higher on two d6.*

4. Players may make multiple attempts to move the marker into the adjacent box by expending an additional 1 KP for each attempt, and may also modify dice rolls by expending VPs.
  - a. The number listed under the box in the "KP" line is the maximum number of

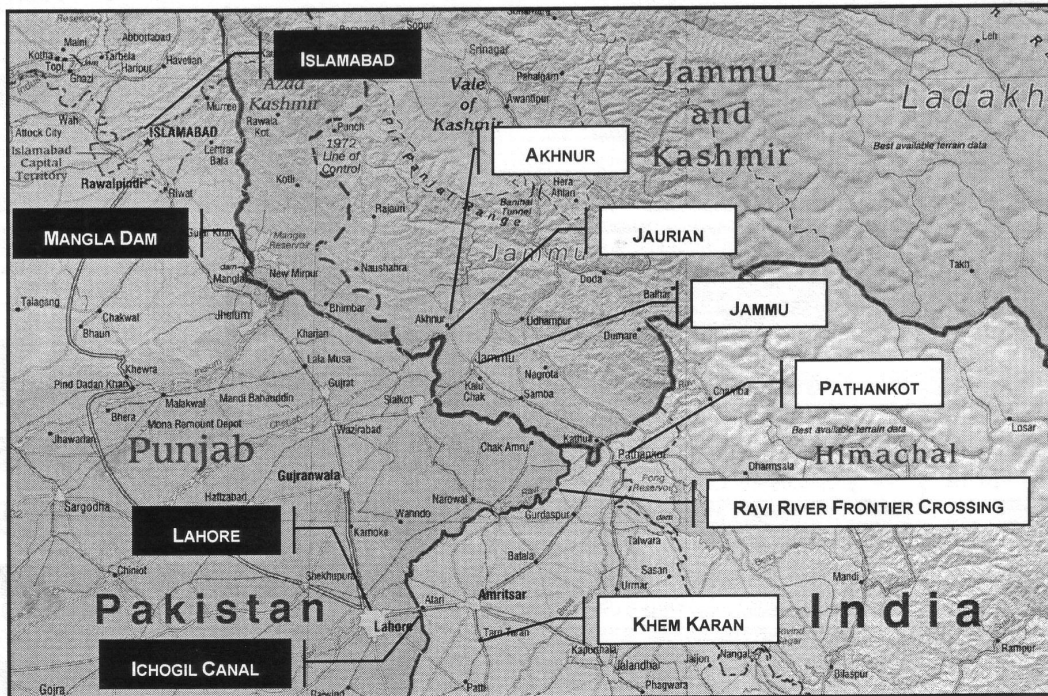
attempts the player may make to move into that box after any one scenario.

- b. Players may modify their dice roll by expending a number of VPs equal to the dice roll result needed.

*Example: The dice roll result necessary to move the marker into the "AKHNUR" box is 10+. Therefore, the player may modify his dice roll by +1 if he expends 10 VPs, by +2 if he expends 20 VPs, by +3 if he expends 30 VPs, etc.*

- c. If the player is successful in moving the marker to the adjacent box, he may then attempt to move the marker to the next adjacent box. This process can continue until the player has no further KP to expend, or fails to move the marker into a box after the maximum number of allowable attempts.

5. After the winning side has finished moving the marker, the losing side may follow the same procedure in order to move the marker as it wishes.
6. Current Victory Status (i.e. victory status as of the end of the last scenario played) is indicated by the position of the marker after both sides have finished moving it.



# CRISIS IN KASHMIR!

## D. STRATEGIC VICTORY TRACK

| VICTORY   | INDIAN TOTAL VICTORY | INDIAN DECISIVE VICTORY | INDIAN MARGINAL VICTORY |            | DRAW          |         | PAKISTANI MARGINAL VICTORY |                | PAKISTANI DECISIVE VICTORY |       |           | PAKISTANI TOTAL VICTORY      |
|-----------|----------------------|-------------------------|-------------------------|------------|---------------|---------|----------------------------|----------------|----------------------------|-------|-----------|------------------------------|
|           | ISLAMABAD            | LAHORE                  | ICHOGIL CANAL           | MANGLA DAM | CHAMB (START) | JAURIAN | AKHNUR                     | KASRUR & BURKI | KHEM KARAN                 | JAMMU | PATHANKOT | RAVI RIVER FRONTIER CROSSING |
| Dice Roll | 10+                  | 5+                      | 8+                      | 7+         | 5+            | 5+      | 10+                        | 7+             | 10+                        | 6+    | 7+        | 10+                          |
| KP        | 6                    | 2                       | 4                       | 1          | 1             | 1       | 8                          | 2              | 4                          | 2     | 2         | 6                            |

### EXAMPLE OF THE STRATEGIC VICTORY TRACK PROCEDURE

- At the end of the scenario the victor is determined to be Pakistan because the Pakistani side has been awarded more Victory Points than the Indian side.
- The Pakistani side decides to attempt to make a strategic move (i.e. move the marker along the Strategic Victory Track) from "JAURIAN" to "AKHNUR". Success requires a dice roll result of 10 or more, and the number "8" listed below the "AKHNUR" box in the KP line indicates that the Pakistani player may make a maximum of eight attempts to achieve a dice roll result of 10 or more. Because the required dice roll result is "10+", the Pakistani side may choose to expend VPs in multiples of ten in order to modify the dice roll.
- The Pakistani side expends one KP in order to be able to make one dice roll, and decides to expend 20 VPs in order to modify that dice roll by +2. The Pakistani side rolls 2xd6 for a result of "7"; modifies the result by +2; and has a final dice roll result of "9". Success requires a dice roll result of 10+, thus the Pakistani side has failed in this attempt to take Akhnur (i.e. move the marker into the "AKHNUR" box).
- Since a maximum of eight attempts to take Akhnur are allowed, however, the Pakistani side decides to expend another one KP in order to make a second attempt, and decides to expend 30 additional VPs in order to modify the dice roll by +3. The dice roll result is "5"; modified by +3; for a final dice roll result of "8". The Pakistani side has failed in its second attempt to take Akhnur. The Pakistani side decides not to try again, and thus the Pakistani action on the Strategic Victory Track is complete and the Indian side may now attempt to make a strategic counteroffensive (i.e. move the marker on the Strategic Victory Track) if it chooses.
- The Indian side decides to expend one KP to attempt to take Chamb (i.e. move the marker from the "JAURIAN" box to the "CHAMB" box). The dice roll result required for success is 5+. The Indian side decides not to expend any VPs to modify the dice roll result. The Indian side rolls 2xd6; the dice roll result is "7"; and the Indian side is successful in taking Chamb; the marker is moved from the "JAURIAN" box to the "CHAMB" box.
- Because the Indian side was successful, it has the option to attempt to continue its strategic offensive (i.e. attempt to move the marker to the next adjacent box, "MANGLA DAM"). The dice roll result required for success is 7+, and therefore the dice roll result may be modified by expending VPs in multiples of seven. The Indian side decides to expend one KP to make an attempt, and to expend 14 VPs to modify the dice roll by +2. The Indian side rolls 2xd6; the dice roll result is "5"; modified by +2; and thus the final dice roll result is "7". The Indian side is successful in taking Mangla Dam, and the marker is moved into the "MANGLA DAM" box. The Indian player has no further KPs left to expend, so cannot make any further attempts to move the marker. The Indian action on the Strategic Victory Track is now complete and Current Victory Status has been determined – "INDIAN MARGINAL VICTORY".
- No further changes may be made on the Strategic Victory Track until the conclusion of the next scenario, when the procedure is repeated. Note, however, that if either side had been able to move the marker to "Total Victory" (into either the "Ravi River Frontier Crossing" box or the "Islamabad" box), the campaign would have ended immediately. The opposing side would not have the opportunity to attempt to move the marker out of the "Total Victory" box.



**E. MANDATORY STRATEGIC OFFENSIVE**

1. In some scenarios the Variable Rules section will include **"Strategic offensive"**. If this variable rule is rolled and the side has at least 1 KP at the conclusion of the scenario (after VPs and KPs are awarded), that side is required to attempt to move the marker on the Strategic Victory Track after that scenario has been completed and before the next scenario is begun.
2. In some scenarios the Kashmir Campaign Rules section will include **"Strategic offensive: [country]"**. This requires the named side to attempt to move the marker on the Strategic Victory Track, if it has at least 1 KP at the conclusion of the scenario (after VPs and KPs are awarded), after that scenario has been completed and before the next scenario is begun.
  - a. Pakistan is required to launch a strategic offensive after scenarios 1 and 6.
  - b. India is required to launch a strategic offensive after scenario 5.

*[Mandatory Strategic Offensives are highlighted on the Campaign Score Sheet]*



*Optional Rule. If the side required to launch a strategic offensive does not have any KP, it must still conduct the mandatory offensive, but must forfeit the next KP it is awarded during the course of future play. If a side ends the campaign with negative KP (e.g. -1 KP), it must return captured territory to the other side "as part of the final diplomatic negotiations". After the campaign victory status resulting from the last scenario of the campaign has been recorded on the SVT, the player with negative KP rolls one d4 for each negative KP. Total the result of the die rolls and move the marker that many boxes in the enemy's favor. Example: The Pakistan side ends the campaign with -2 KP (negative two). The campaign victory status resulting from Scenario 18 is determined as per the normal Campaign Play procedure, but then the Pakistan side rolls two d4 (one for each negative KP). The results are a "1" and a "3", totaling 4. The strategic marker is thus moved four boxes closer to "Indian Total Victory" and its final location indicates the final campaign victory status.*

## CRISIS IN KASHMIR!

### F. CAMPAIGN EVENT TABLE (CET)

1. If a player chooses "Roll once on the Campaign Event Table" from his country's Political / Military Gamble Table, he rolls one ten-sided die and consults the Event Table below.
2. The player may modify his die roll by + or - one by expending 2 KPs.

### G. DIPLOMATIC GAMBLE TABLE

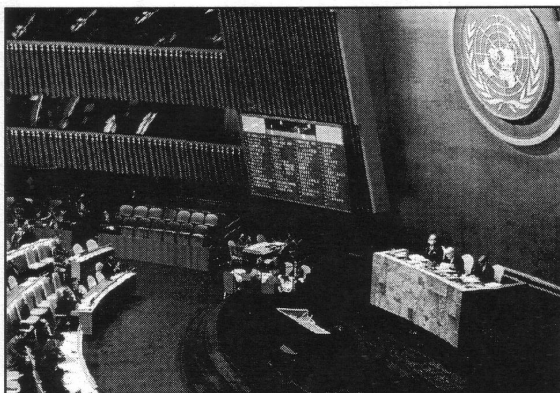
1. Each side may roll on the Diplomatic Gamble Table, after all other activity on the Strategic Victory Track and Political / Military Gamble tables has been completed by both sides, by expending 10 VPs.
2. Each side may only roll on the Diplomatic Gamble Table twice during the campaign.

| F. CAMPAIGN EVENT TABLE |                                                                                          |                                           |
|-------------------------|------------------------------------------------------------------------------------------|-------------------------------------------|
| d10*                    | EVENT                                                                                    | RESULT                                    |
| 1                       | Blunder in the international press.                                                      | Lose -1 KP                                |
| 2                       | Attack enemy's forward supply depot.                                                     | Enemy loses -2xd6 VP                      |
| 3                       | Destroy vital railroad infrastructure.                                                   | Enemy loses -2xd10 VP                     |
| 4                       | Bomb enemy city.                                                                         | Both lose -1xd4 KP (each roll separately) |
| 5                       | Trade in up to 20 KPs at 1-for-5 exchange (e.g. trade in 1 KP and receive +5 VP)         |                                           |
| 6                       | Brilliant tactical victory.                                                              | Receive +16 VP                            |
| 7                       | Superb rhetoric at the U.N.                                                              | Enemy loses -1xd6 KP                      |
| 8                       | Trade in up to 20 VPs for KPs at 5-for-1 exchange (e.g. trade in 5 VP and receive +1 KP) |                                           |
| 9                       | Enemy blunders in the international press.                                               | Enemy loses -1xd4 KP                      |
| 10                      | UN passes a non-binding resolution.                                                      | Receive +1xd4 KP                          |
| 11                      | Diplomatic support from a major power.                                                   | Receive 2+1xd6 KP                         |

\*May modify die roll by + / - 1 in exchange for 2 KP

| G. DIPLOMATIC GAMBLE TABLE |                                                                     |                                              |
|----------------------------|---------------------------------------------------------------------|----------------------------------------------|
| D6                         | EVENT                                                               | RESULT                                       |
| 1                          | Head of State is publicly rebuffed by both the US and USSR.         | Lose -2 KP                                   |
| 2                          | UN Security Council refuses to entertain the motion.                | Lose -1 KP                                   |
| 3                          | UN Security Council defers the motion. A thundering silence ensues. | None                                         |
| 4                          | A generally supportive debate occurs in the world press.            | Roll a die; if result is even, receive +1 KP |
| 5                          | UN General Assembly passes a non-binding resolution in support.     | Receive +1 KP                                |
| 6                          | UN Security Council refers the motion to a closed session.          | Receive +1xd4 KP                             |

**NOTE:** The Campaign tables will also be available for download at [www.skirmishcampaigns.com](http://www.skirmishcampaigns.com)





## H. CAMPAIGN SCORE SHEET

1. A Campaign Score Sheet is provided at the end of this section to help players keep track of the Victory Points and Kashmir Points awarded and used throughout campaign play. It is organized by scenario, and provides columns for tracking VPs and KPs for both the Indian and Pakistani sides.
2. The first line in each section provides the name of the scenario and boxes to enter the number of VPs and KPs awarded to each side as a result of the scenario. These will be determined by the "Indian Orders", "Pakistani Orders" and "Kashmir Campaign Rules" listed in each scenario.
3. The second line in each section is a blank line which players may use for notes. During playtesting we found it was helpful to note the actual results of the scenario, e.g. "1xF86 shot down", "+1 crew captured", "4 hits on target", etc.
4. The third line in each section (except for Scenario 1) is for recording the current running total by adding the VPs and KPs recorded in the first line (see paragraph 2 above) to the final total of VPs and KPs from the previous scenario (see paragraph 10 below).
5. The fourth line in each section is used if a player decides to use his PMG table during campaign play. Note the Event # in the blank, and the cost of choosing the event in the VP and KP columns. For example, if the Indian side chooses Event #3 "Favorable attention in international press", write '3' in the Event # blank and record either a '1' in the KP column or an '8' in the VP column (it is the player's choice which cost to pay). You may find it helpful to record the cost as a negative number, i.e. '-1' or '-8'.
6. The fifth line in each section is used to record the result of the event chosen on the PMG table by writing in the number of VPs and/or KPs earned. Carrying on the same example from above, the Indian side would record in the VP column the number of VPs earned (no KPs can be earned from Event #3), which in this case is determined randomly by rolling three six-sided dice and totaling the result.
7. The sixth line in each section is used if your opponent chooses PMG Event #11 in order to

roll on the Campaign Event Table (CET), and the result impacts your VP and/or KP total. Note that if you went first in campaign play then this will happen after you have already totaled your points and used them to play on the Strategic Victory Track (if you chose to do so). In this case, the opponent's result may cause your final total to be a negative number.

8. The seventh line in each section is used to record the number of VPs and KPs expended to play on the Strategic Victory Track.
9. The eighth line in each section is used to record the result should you choose to roll on the Diplomatic Gamble Table after all play on the Strategic Victory Track has been completed by both sides and before the next scenario is played.
10. The ninth line in each section is for recording the final total of VPs and KPs after all campaign play is complete.

***"We were forced into this situation. Unfortunately our friends did not stand by us ..."***

***~ Field Marshall Ayub Khan  
President of Pakistan***

***"If Pakistan has any ideas of annexing any part of our territories by force, she should think afresh. I want to state categorically that force will be met with force and aggression against us will never be allowed to succeed."***

***~ Lal Bahadur Shastri  
Prime Minister of India***



EXAMPLE SCORING SHEET

|                                                                                                                                                                                      |  |  |                                                                                                                                                         |  |  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|---------------------------------------------------------------------------------------------------------------------------------------------------------|--|--|
| 1. India receives 1 KP for winning the scenario, 24 VP to 16 VP (Campaign Rules).                                                                                                    |  |  | 8. Pakistan starts the campaign with 2 KP (Campaign Rules), receives 1 KP for destroying at least 3 Vampires (Kashmir Campaign Rules).                  |  |  |
| 2. India receives a total of 24 VP for destroying 4 tanks and 1 VP for damaging a Sabre (Indian Orders).                                                                             |  |  | 9. Pakistan receives a total of 16 VP for destroying 4 Vampires (Pakistani Orders).                                                                     |  |  |
| 3. India spends 12 VP to choose PML event #6.                                                                                                                                        |  |  | 10. Pakistan spends 10 VP to choose PML event #5.                                                                                                       |  |  |
| 4. As per Event #6, India receives +1 KP and rolls a d20 to receive a random number of VPs (+10 in this case).                                                                       |  |  | 11. As per Event #5, Pakistan receives +2 KP.                                                                                                           |  |  |
| 5. India chooses not to play on the Strategic Victory Track. Cost = 0.                                                                                                               |  |  | 12. Pakistan spends -1 KP and successfully enters Jaurian, then spends -1 KP to try to enter Akhnur.                                                    |  |  |
| 6. India chooses not to roll on the Diplomatic Gamble Table. Result = 0.                                                                                                             |  |  | 13. Pakistan could not choose to roll on the Diplomatic Gamble Table because it does not have 10 VP left.                                               |  |  |
| 7. India's final total VP and KP after all campaign play is complete.                                                                                                                |  |  | 14. Pakistan's final total VP and KP after all campaign play is complete.                                                                               |  |  |
| 15. India receives a total of 9 VP for shooting down one Sabre and killing the +1 crew, and damaging the other Sabre (Indian Orders)                                                 |  |  | 17. Pakistan receives 1 KP for winning the scenario, 20 VP to 9 VP (Campaign Rules), and 1 KP for killing at least one +1 crew (Kashmir Campaign Rules) |  |  |
| 16. India's running total before beginning the campaign play for Scenario 2 is 32 VP (23 remaining after Scenario 1 + 9 for Scenario 2) and 2 KP (2 remaining + 0 for Scenario 2)    |  |  | 18. Pakistan receives a total of 20 VP for shooting down five Gnats (Pakistani Orders)                                                                  |  |  |
| 19. Pakistan's running total before beginning the campaign play for Scenario 2 is 26 VP (6 remaining after Scenario 1 + 20 for Scenario 2) and 3 KP (1 remaining + 2 for Scenario 2) |  |  |                                                                                                                                                         |  |  |

# **CRISIS IN KASHMIR!**

NOTE: The following tables will also be available for download at [www.skirmishcampaigns.com](http://www.skirmishcampaigns.com)

| CAMPAIGN SCORE SHEET                 |       |    |                                      |          |    |
|--------------------------------------|-------|----|--------------------------------------|----------|----|
| SCENARIO                             | INDIA |    |                                      | PAKISTAN |    |
|                                      | VP    | KP |                                      | VP       | KP |
| <b>1. Stake Through the Heart</b>    |       |    | (Pakistan starts with +2 KP ⇌)       |          |    |
| PMG Table Event # Cost               |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                           |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)                |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost             |       |    | <b>Mandatory Strategic Offensive</b> |          |    |
| *Diplomatic Gamble Result            |       |    | *Diplomatic Gamble Result            |          |    |
| Total                                |       |    | Total                                |          |    |
| <b>2. Breaking the Sabre</b>         |       |    |                                      |          |    |
| Running Total                        |       |    | Running Total                        |          |    |
| PMG Table Event # Cost               |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                           |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)                |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost             |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result            |       |    | *Diplomatic Gamble Result            |          |    |
| Total                                |       |    | Total                                |          |    |
| <b>3. Swatting at Gnats</b>          |       |    |                                      |          |    |
| Running Total                        |       |    | Running Total                        |          |    |
| PMG Table Event # Cost               |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                           |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)                |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost             |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result            |       |    | *Diplomatic Gamble Result            |          |    |
| Total                                |       |    | Total                                |          |    |
| <b>4. Wollen On Top</b>              |       |    |                                      |          |    |
| Running Total                        |       |    | Running Total                        |          |    |
| PMG Table Event # Cost               |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                           |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)                |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost             |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result            |       |    | *Diplomatic Gamble Result            |          |    |
| Total                                |       |    | Total                                |          |    |
| <b>5. Drop the Hammer</b>            |       |    |                                      |          |    |
| Running Total                        |       |    | Running Total                        |          |    |
| PMG Table Event # Cost               |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                           |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)                |       |    | (Indian CET Result)                  |          |    |
| <b>Mandatory Strategic Offensive</b> |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result            |       |    | *Diplomatic Gamble Result            |          |    |
| Total                                |       |    | Total                                |          |    |



**CRISIS IN KASHMIR!**

| SCENARIO                     | INDIA |    |                                      | PAKISTAN |    |
|------------------------------|-------|----|--------------------------------------|----------|----|
|                              | VP    | KP |                                      | VP       | KP |
| <b>6. Grey Hunters</b>       |       |    |                                      |          |    |
| <i>Running Total</i>         |       |    | <i>Running Total</i>                 |          |    |
| PMG Table Event # Cost       |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                   |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)        |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost     |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result    |       |    | *Diplomatic Gamble Result            |          |    |
| Total                        |       |    | Total                                |          |    |
| <b>7. Hunters Revenge</b>    |       |    |                                      |          |    |
| <i>Running Total</i>         |       |    | <i>Running Total</i>                 |          |    |
| PMG Table Event # Cost       |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                   |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)        |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost     |       |    | <b>Mandatory Strategic Offensive</b> |          |    |
| *Diplomatic Gamble Result    |       |    | *Diplomatic Gamble Result            |          |    |
| Total                        |       |    | Total                                |          |    |
| <b>8. Shooting Stars</b>     |       |    |                                      |          |    |
| <i>Running Total</i>         |       |    | <i>Running Total</i>                 |          |    |
| PMG Table Event # Cost       |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                   |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)        |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost     |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result    |       |    | *Diplomatic Gamble Result            |          |    |
| Total                        |       |    | Total                                |          |    |
| <b>9. Alam's Five</b>        |       |    |                                      |          |    |
| <i>Running Total</i>         |       |    | <i>Running Total</i>                 |          |    |
| PMG Table Event # Cost       |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                   |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)        |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost     |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result    |       |    | *Diplomatic Gamble Result            |          |    |
| Total                        |       |    | Total                                |          |    |
| <b>10. Alam's Other Five</b> |       |    |                                      |          |    |
| <i>Running Total</i>         |       |    | <i>Running Total</i>                 |          |    |
| PMG Table Event # Cost       |       |    | PMG Table Event # Cost               |          |    |
| PMG Result                   |       |    | PMG Result                           |          |    |
| (Pakistan CET Result)        |       |    | (Indian CET Result)                  |          |    |
| Strategic Offensive Cost     |       |    | Strategic Offensive Cost             |          |    |
| *Diplomatic Gamble Result    |       |    | *Diplomatic Gamble Result            |          |    |
| Total                        |       |    | Total                                |          |    |

# **CRISIS IN KASHMIR!**

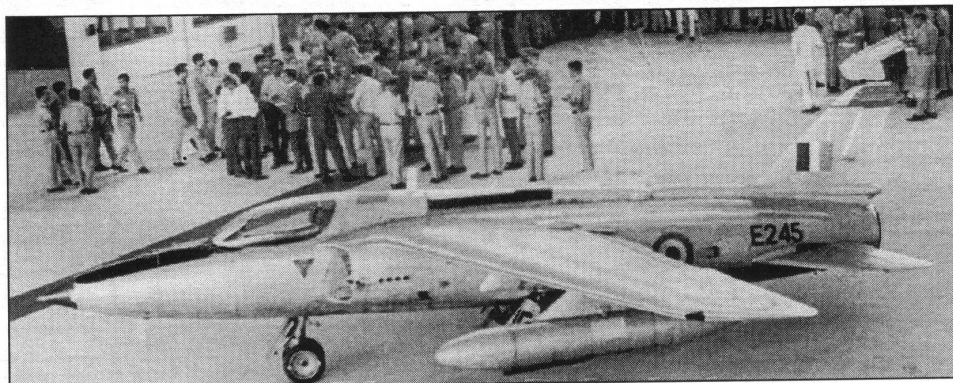
| SCENARIO                      | INDIA |    |                           | PAKISTAN |    |
|-------------------------------|-------|----|---------------------------|----------|----|
|                               | VP    | KP |                           | VP       | KP |
| <b>11. Mystere Date</b>       |       |    |                           |          |    |
| <i>Running Total</i>          |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost        |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                    |       |    | PMG Result                |          |    |
| (Pakistan CET Result)         |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost      |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result     |       |    | *Diplomatic Gamble Result |          |    |
| Total                         |       |    | Total                     |          |    |
| <b>12. Cooke for Three</b>    |       |    |                           |          |    |
| <i>Running Total</i>          |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost        |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                    |       |    | PMG Result                |          |    |
| (Pakistan CET Result)         |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost      |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result     |       |    | *Diplomatic Gamble Result |          |    |
| Total                         |       |    | Total                     |          |    |
| <b>13. Mach 2 Dogfighters</b> |       |    |                           |          |    |
| <i>Running Total</i>          |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost        |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                    |       |    | PMG Result                |          |    |
| (Pakistan CET Result)         |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost      |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result     |       |    | *Diplomatic Gamble Result |          |    |
| Total                         |       |    | Total                     |          |    |
| <b>14. Arrows in Flight</b>   |       |    |                           |          |    |
| <i>Running Total</i>          |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost        |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                    |       |    | PMG Result                |          |    |
| (Pakistan CET Result)         |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost      |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result     |       |    | *Diplomatic Gamble Result |          |    |
| Total                         |       |    | Total                     |          |    |
| <b>15. Sabre Slash</b>        |       |    |                           |          |    |
| <i>Running Total</i>          |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost        |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                    |       |    | PMG Result                |          |    |
| (Pakistan CET Result)         |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost      |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result     |       |    | *Diplomatic Gamble Result |          |    |
| Total                         |       |    | Total                     |          |    |

**CRISIS IN KASHMIR!**

| SCENARIO                          | INDIA |    |                           | PAKISTAN |    |
|-----------------------------------|-------|----|---------------------------|----------|----|
|                                   | VP    | KP |                           | VP       | KP |
| <b>16. Pingo's Pound o' Flesh</b> |       |    |                           |          |    |
| <i>Running Total</i>              |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost            |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                        |       |    | PMG Result                |          |    |
| (Pakistan CET Result)             |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost          |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result         |       |    | *Diplomatic Gamble Result |          |    |
| Total                             |       |    | Total                     |          |    |
| <b>17. Rupees Ten</b>             |       |    |                           |          |    |
| <i>Running Total</i>              |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost            |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                        |       |    | PMG Result                |          |    |
| (Pakistan CET Result)             |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost          |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result         |       |    | *Diplomatic Gamble Result |          |    |
| Total                             |       |    | Total                     |          |    |
| <b>18. Keelor and the Wolf</b>    |       |    |                           |          |    |
| <i>Running Total</i>              |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost            |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                        |       |    | PMG Result                |          |    |
| (Pakistan CET Result)             |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost          |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result         |       |    | *Diplomatic Gamble Result |          |    |
| Total                             |       |    | Total                     |          |    |
| <b>19. Last Encounter</b>         |       |    |                           |          |    |
| <i>Running Total</i>              |       |    | <i>Running Total</i>      |          |    |
| PMG Table Event # Cost            |       |    | PMG Table Event # Cost    |          |    |
| PMG Result                        |       |    | PMG Result                |          |    |
| (Pakistan CET Result)             |       |    | (Indian CET Result)       |          |    |
| Strategic Offensive Cost          |       |    | Strategic Offensive Cost  |          |    |
| *Diplomatic Gamble Result         |       |    | *Diplomatic Gamble Result |          |    |
| Total                             |       |    | Total                     |          |    |



# Campaign Aircraft



**Data Note:** For play balance, players should use the data presented here to play the scenarios in this book.

## Crisis in Kashmir! Aircraft Statistics

| Aircraft                             | Year | Performance                                                |                           |                          | Robust-<br>Ness<br>[Rob] /<br>Defense<br>Systems<br>[DefSys] | Weapons                                          | Radar [RAD],<br>Radar Warning<br>Receiver [RWR],<br>and ECM [ECM]                                                                                                                                            | Notes                                                                    |
|--------------------------------------|------|------------------------------------------------------------|---------------------------|--------------------------|--------------------------------------------------------------|--------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|
|                                      |      | Turn [TRN],<br>Speed [SP]<br>Agility [AG]<br>Accel [L/M/K] | Climb/<br>Dive<br>[CL/DV] | After-<br>Burner<br>[AB] |                                                              |                                                  |                                                                                                                                                                                                              |                                                                          |
| PAKISTAN                             |      |                                                            |                           |                          |                                                              |                                                  |                                                                                                                                                                                                              |                                                                          |
| F-86F-40 Sabre                       | 1952 | B7 +2 Hx                                                   | 93/75                     | none                     | R2 / d6                                                      | @FF: 6xHMG,<br>(2x IRM*)<br>* see scenario rules |                                                                                                                                                                                                              | Version with 6-3 wing<br>Some aircraft are armed<br>with AIM-9B missiles |
| F-104A                               | 1959 | F8 +2                                                      | 520/S++                   | A□4                      | R2 / d6                                                      | @FF: 1x Rotary Can,<br>2x IRM                    | R: d8 - 120,<br>RWR                                                                                                                                                                                          | -2 for all OOC rolls                                                     |
| INDIA                                |      |                                                            |                           |                          |                                                              |                                                  |                                                                                                                                                                                                              |                                                                          |
| Vampire FG.5                         | 1948 | C6 +2                                                      | 40/60                     | none                     | R0 / d6                                                      | FF: 4x MC                                        |                                                                                                                                                                                                              |                                                                          |
| Mystere IV A                         | 1954 | B7 +2(-)                                                   | 88/75                     | none                     | R2 / d6                                                      | @FF: 2x LRHC                                     |                                                                                                                                                                                                              |                                                                          |
| Gnat                                 | 1958 | A7 +2(-)                                                   | 65/75                     | none                     | R1 / d6                                                      | FF: 2x LRHC                                      | See Indo-Pakistani Special Rules<br>-PVA<br>-Make OOC if extreme turn speed 6 or 7.<br>-Check for ammo depletion as if one<br>level lower than crew skill (e.g. skilled<br>(+1) crew check as if green (+0)) |                                                                          |
| Hawker Hunter<br>F.56/FGA.9          | 1954 | B7 +2                                                      | 165/75                    | none                     | R1 / d6                                                      | @FF: 4x LRHC                                     |                                                                                                                                                                                                              | Typical "Light"<br>bomb-load                                             |
| MiG-21F-13 "Fishbed-<br>C" (Type 76) | 1961 | B8 +2(-)                                                   | 237/S                     | A□3                      | R1 / d6                                                      | FF: 1x LRHC, 2x IRM                              | RWR                                                                                                                                                                                                          | See scenario rules<br>PVA                                                |
| MiG-21PF "Fishbed-<br>D" (Type 77)   | 1961 | B8 +2(-)                                                   | 260/S+                    | A□3                      | R1 / d6                                                      | 2x IRM                                           | R: d6 - 40, RWR                                                                                                                                                                                              | See scenario rules<br>PVA;<br>Some w/ gun pod:<br>FF: 2x MC              |
| Canberra Bomber                      | 1950 | C6 +1(-) Lx                                                | 36/58                     | none                     | R2 / d6                                                      |                                                  |                                                                                                                                                                                                              |                                                                          |

## Scenario Format

This book covers a period of 19 days in September, 1965. The scenarios are presented in chronological order and are grouped into five campaigns. They have been carefully chosen to reflect the nature of the air war during the 2<sup>nd</sup> Kashmir War.



### Scenario Format

Each scenario has rules and details that govern set-up and play of the game. These pages include the following sections:

**SETTING:** sets the context of the scenario.

- **Date, Location and History** provide historical information and background to the battle.
- **Conditions** lists the base spotting distance and sun board edge (if any).
- **CAB** lists the *active* Combat Altitude Band(s) that are in play for the scenario.
- **Clouds** lists the type and quantity of table clouds and any cloud borders.
- **Orders** lists the objectives for both sides and any associated additional victory points for accomplishing those orders.
- **Game Length** notes any limit on game turns for the scenario.

**SCENARIO RULES:** this section details specific conditions and instructions for that scenario; often it is used to introduce unique historical circumstances. The rules presented in this section may supersede rules in the **CY6 JET AGE** rulebook.

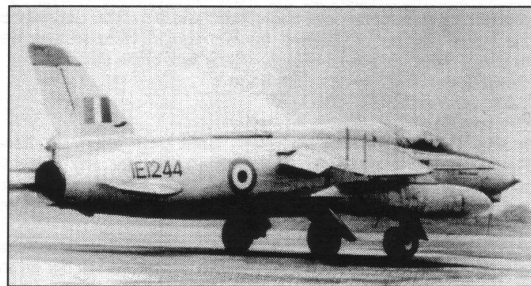
**SPECIAL CAMPAIGN RULES:** specific rules that enable players to influence advancement along the Strategic Victory Track.

**SCENARIO SETUP:** shows a map of the game board and any notable locations. Also included are:

- **Board Edges** that are friendly to each side and those which are neutral.
- **Setup Areas** on the board for ground or air targets.

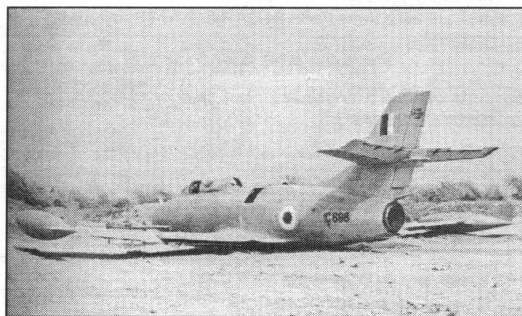
**FORCES:** these sections detail the following:

- **Base Forces** for each side and the units engaged, along with deployment instructions and pilot/crew ratings.
- **Variable Rules** are changes to the base force or the scenario rules. These are chosen randomly by rolling a d10 and consulting the table.

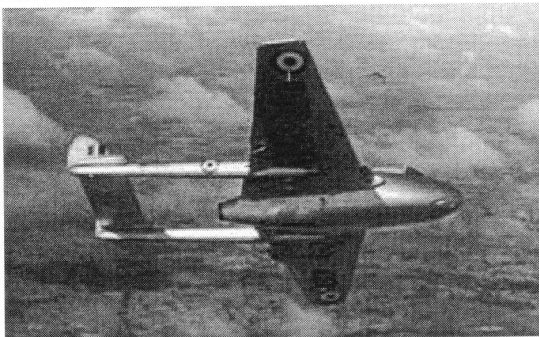


### Game Surface

Players should use a game surface approximately 30x45 hexes, divided into six boxes, each of 15x15 hexes (though many of the scenarios will fit in a smaller area).



# Stake Through the Heart



## SETTING

**Date:** 1 September 1965, 1730 hours.

**Location:** Over Chamb, Kashmir.

**History:** The Pakistani attempt to take control of the disputed Kashmir region, Operation Grand Slam, began with an attack by 12<sup>th</sup> Division (infantry) into the Chamb sector. The Indian 3<sup>rd</sup> Mahar Battalion, defending the Akhnur Bridge, bore the brunt of the attack. In danger of losing the strategic position, which would isolate southwest Kashmir, the Indian Army made a desperate request for air support. Six hours later, and only after approval by the Indian Minister of Defense, the first fighters were on their way to attack Pakistani positions in the failing light of the day.

**Conditions:** Visibility: 20; Sun: Edge 1

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Destroy Pakistani tanks and return to base. Receive +6 VPs per tank destroyed; +3 VPs for any Pakistani aircraft that exits an Indian Home Edge and +3 additional VPs for any Pakistani aircraft that crashes after exiting an Indian Home Edge.

**Pakistani Orders:** Protect the tanks, but do not violate Indian airspace. Receive +1 VP for any Indian aircraft remaining on the board at game end.

**Game Length:** 18 turns.

## SCENARIO RULES

- Before setup begins Pakistani player places 10x Pakistani Army tanks anywhere in board areas A, B, or C more than 10 hexes from board edge. Tanks are point targets and are destroyed by one hit with rockets or two hits by strafing.
- AA fires at closest target, regardless of nationality.
- The **Vampires** carry Multiple-Rocket Pods, and are considered half-loaded until jettisoned or fired. Each **Vampire** may make two ground attacks.
- F-86s** are each armed with 2x GAR-8 (AIM-9B) missiles.

## PAKISTANI AIR FORCE

Elements of N° 5 SQUADRON ("FALCONS") and N° 15 SQUADRON ("COBRAS")

### PAF CAP

1x F-86F-40 w/ skilled (+1) crew (Rafiqui)

(set up second more than 10 hexes from any Vampire, any speed, any TAL LOW CAB)

1x F-86F-40 w/ skilled (+1) crew (Bhatti)

(set up last, anywhere behind Rafiqui and more than 10 hexes from any Vampire, any speed, any TAL LOW CAB)

### Army Air Defense

6x Light AA

6x Dummy AA positions

(set up first, anywhere in board areas A, B, or C)

## VARIABLE RULES

- No Resupply**  
Remove 2x Light AA.
- None**
- USAF Exchange Program**  
Replace one skilled (+1) crew with a veteran (+2) crew.

## SCENARIO RULES (con't)

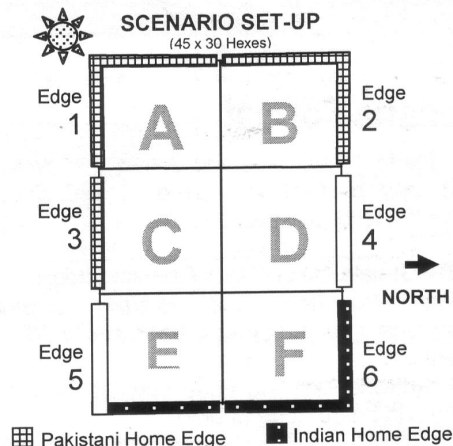
- Pakistan controls board areas A, B and C; India controls board areas E and F; and board area D is neutral for crew capture purposes.

## SPECIAL CAMPAIGN RULES

- Pakistan receives +1 KP if three **Vampires** are destroyed.
- India receives +1 KP if five tanks are destroyed.
- Mandatory Strategic Offensive.** Pakistan must attempt to move the marker on the Strategic Victory Track if it has any KP at the end of the scenario.

## AFTERMATH

The Indian N° 45/220 SQUADRON scrambled twelve Vampires armed with rockets, staggered in three flights ten minutes apart. The front lines were only one minute's flying time away, but the last flight would be returning to base in darkness. The first flight lost one Vampire to AA fire, and the second flight arrived over the target at the same time as the PAF CAP of two F-86 Sabres. The Pakistanis dove into the four Vampires, and Squadron Leader Rafiqui got behind the lead pair. As he shot down the first one, his wingman, Flight Lieutenant Bhatti, spotted the other two Vampires trying to get on Rafiqui's tail. Bhatti's first target was nearly ready to fire on Rafiqui when the Squadron Leader finally shot down the second Vampire and broke clear. Bhatti fired instantly and destroyed the third Vampire. The fourth one got away.



## INDIAN AIR FORCE

Elements of N° 45/220 SQUADRON ("FLYING DAGGERS")

### First Element

1x Vampire Mk 52 w/ skilled (+1) crew (Bhagwagar)

1x Vampire Mk 52 w/ green (+0) crew (Joshi)

(set up first within 5 hexes of the center of the board, heading southwest, speed 3, random TAL SURFACE LOW CAB)

### Second Element

2x Vampire Mk 52 w/ green (+0) crew (Sondhi, Bharadwaj)

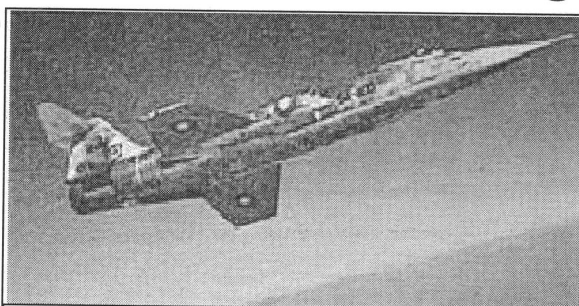
(set up third, anywhere behind First Element, more than 6 hexes from any F-86, any speed, any TAL SURFACE LOW CAB)

## VARIABLE RULES

- Heroic Fools**  
Throughout any one turn during the game both **Second Element** aircrew may be treated as veteran (+2) aircrew.
- Vice Versa**  
Make the **First Element** the **Second Element**, and vice versa.
- Sondhi Got Away!**  
Treat Sondhi as a skilled (+1) aircrew for defensive dice roll modifiers and for all maneuvering.



# Breaking the Sabre



## SETTING

**Date:** 3 September 1965, 0700 hours.

**Location:** Over Chamb, Kashmir.

**History:** Using four Mystere IVAs as bait, eight IAF Gnats set out to ambush PAF Sabres over the battle area and avenge the massacre of N° 220 SQUADRON. As the Mysteres turned away, two F-86s streaked in, with an F-104 in support flying high cover. IAF Squadron Leader Johnny Greene, in the lead Gnat, called the break into them, but one Gnat, piloted by Squadron Leader B.S. Sikand, broke the wrong way and disappeared.

**Conditions:** Visibility: 20; Sun: East edge

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Achieve more victory points than the opponent. Receive +3 VPs for any Pakistani aircraft that exits an Indian Home Edge.

**Pakistani Orders:** Achieve more victory points than the opponent. Do not violate Indian airspace.

**Game Length:** No limit.

## SCENARIO RULES

1. **F-86s and the F-104** are each armed with 2x GAR-8 (AIM-9B) missiles.
2. **Gnat:** See Special Indo-Pakistan Rules.
3. **Gnat endurance:** 6+d6 turns.
4. Pakistan controls board areas A, B and C; India controls board areas E and F; and Board area D is neutral for crew capture purposes.

## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP for shooting down one or more non-green Indian aircrews.
2. India receives +2 KPs if the **F-104** is shot down and an additional +1 KP if the **F-104** crew is captured.

## PAKISTANI AIR FORCE

Elements of N° 11 SQUADRON ("ARROWS") and N° 9 SQUADRON ("GRIFFINS")

### LEAD

1x F-86F-40 w/ skilled (+1) crew (Yusaf Ali Khan)

(BOUNCE: set up second more than 6 hexes from any Gnat, any speed, any TAL LOW CAB)

### WINGMAN

1x F-86F-40 w/ skilled (+1) crew (Nasir Mahmoud Butt)

(enter turn 1+d4 from south board edge, any speed, any TAL and CAB)

### HIGH COVER

1x F-104A w/ green (+0) crew (Abbas)

(place on turn 4+d4, anywhere in any board area, speed 7, TAL6 LOW CAB)

## VARIABLE RULES

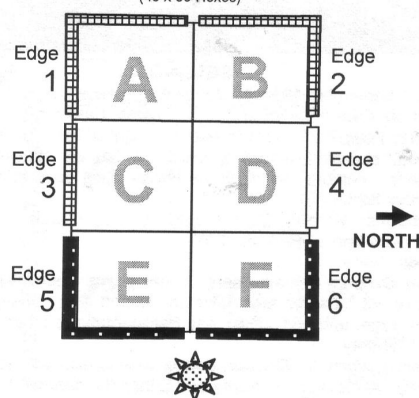
- 1-2 **Can't Shake the Tank!**  
Add +1 turn to the entry of the WINGMAN.
- 3-4 **No Hang-Ups...**  
WINGMAN sets up with LEAD.
- 5-9 **Lucky Lt. Yusaf**  
LEAD ignores first damage result.
- 10 **REALLY Lucky Lt. Yusaf**  
LEAD ignores first damage result and any automatic kill result.

## AFTERMATH

Flight Lieutenant Yusaf Ali Khan recalls, "I called over the RT to my N° 2 to punch tanks and pulled my Sabre in a climbing turn to close with the Gnats. One of my wingman's tanks hung up, however, and as he tried to sort out his problem in the cockpit, he lost contact with me so I told him to exit. Meanwhile, I was getting missile tone...but just as I was about to launch my GAR-8, I felt a series of thuds on my aircraft. Looking back, I saw two Gnats behind me, and as one overshot, I broke hard into him and he turned away." Yusaf had been hit by two 30mm cannon shells that damaged his tail, rudder and left elevator, and by a third that went up the tailpipe of his missile, exploding in the middle and sending a shower of fragments through his wing. Meanwhile, Sikand had become completely disoriented after breaking the wrong way, and ended up landing his intact Gnat on a disused PAF airfield at Pasrur. The Indian account states that Sikand thought he was in Indian territory and made an emergency landing, and that IAF Squadron Leader Trevor Keelor shot down Yusaf's wingman, N.M. Butt, in the fighting. PAF records indicate no losses in the engagement, and that Sikand surrendered to an F-104 and was forced to land at Pasrur. Whatever the truth was, the capture of IAF Squadron Leader B.S. Sikand and his intact Gnat fighter turned the battlefield draw into a significant Pakistani propaganda victory.

## SCENARIO SET-UP

(45 x 30 Hexes)



■ Pakistani Home Edge ■ Indian Home Edge

## INDIAN AIR FORCE

Elements of N° 23 SQUADRON ("PANTHERS")

### GREENE SECTION

3x Gnat w/ green (+0) crew (Johnny Greene, M.R. "Manna" Murdeshwar, V.S. "Pat" Pathania)

(set up first, anywhere in board area B or C, heading west or southwest, any speed, any TAL, LOW CAB)

### KEELOR SECTION

1x Gnat w/ skilled (+1) crew (Trevor Keelor)

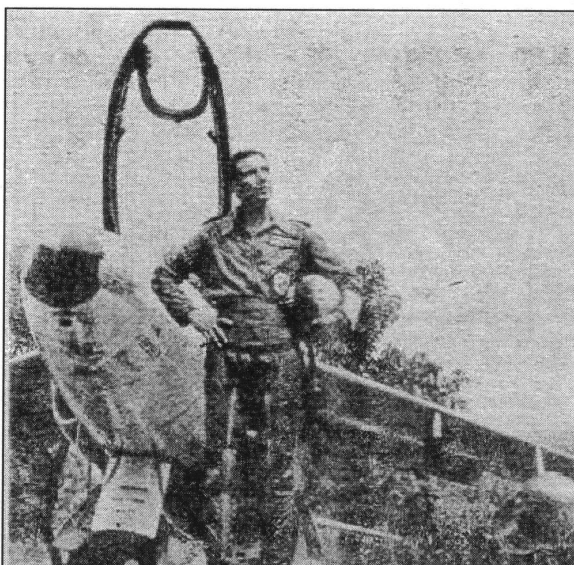
3x Gnat w/ green (+0) crew (P.S. Gill, Amarjit Singh Sandhu, "Kicha" Krishnaswamy)

(set up third, anywhere behind GREENE SECTION, more than 5 hexes from and below any F-86F, any speed)

## VARIABLE RULES

- 1-5 **Kali Watches Over Me**  
One randomly chosen Gnat ignores ammo depletion special rules.
- 6-7 **Really Bad Eggs for Breakfast...**  
Trevor Keelor is a green (+0) aircrew.
- 8 **Ace In Training**  
Trevor Keelor becomes a veteran (+2) aircrew on turn d6+4.
- 9 **A Day Early...**  
V.S. "Pat" Pathania is a skilled (+1) aircrew.
- 10 **Another One Breaks the Wrong Way!!!**  
Remove one random Gnat w/ green (+0) aircrew.

# Invisible Gnats



## SETTING

**Date:** 4 September 1965, 1515 hours.  
**Location:** Over the Akhnur Sector, Chamb, Kashmir.  
**History:** Four Gnats, sent to escort a flight of Mysteres that never showed, stumbled across a group of Sabres attacking Indian positions. Without hesitation the Indian pilots dove in behind the Pakistani fighters.  
**Conditions:** *Visibility:* 12; *Sun:* Edge 1  
**CAB:** LOW and SURFACE LOW  
**Clouds:** None  
**Indian Orders:** Achieve more victory points than the opponent. Receive +3 VPs for any Pakistani aircraft that exits the Indian Home Edge; and +6s VP for any Pakistani aircraft that crashes in Indian territory.  
**Pakistani Orders:** Do not violate Indian airspace (see Indian Orders). Achieve more victory points than the opponent.  
**Game Length:** No limit.

## SCENARIO RULES

1. **Gnat:** See Special Indo-Pakistan Rules.
2. **Gnat endurance:** 8+d6 turns.
3. All **Gnats** start as hidden aircraft. Note that visibility is 12 hexes.
4. All **F-86s** must plot forward turn codes until a **Gnat** is spotted.
5. **F-86s** are NOT armed with missiles.
6. **Anti-aircraft.** Board areas B, C, or F.
7. Pakistan controls board areas A, B and C; India controls board areas E and F; and board area D is neutral for crew capture purposes.

## PAKISTANI AIR FORCE

Elements of **N° 15 SQUADRON ("COBRAS")**

- 2x **F-86F-40** w/ *skilled* (+1) crew (Sqdrn Ldr M.D. Ahmed)  
 2x **F-86F-40** w/ *green* (+0) crew (Flg Off Nasir M. Butt)  
 (set up first in board area F within 7 hexes of edge 6, heading southwest speed 3, TAL 3, SURFACE LOW CAB)

## VARIABLE RULES

- 1-5 **Concentrated strafing**  
All **F-86s** check for out of ammo as if one level lower than their actual crew skill.
- 6-9 **PAF Combat Search and Rescue**  
Add +1 to any Pakistani crew capture rolls.
- 10 **Just in time**  
**F-86s** may set up heading in any direction.

## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP if three or more Indian aircraft are destroyed.
2. India receives +1 KP if any Pakistani crews are captured and +1 KP if any PAF aircraft exit an Indian Home Edge.

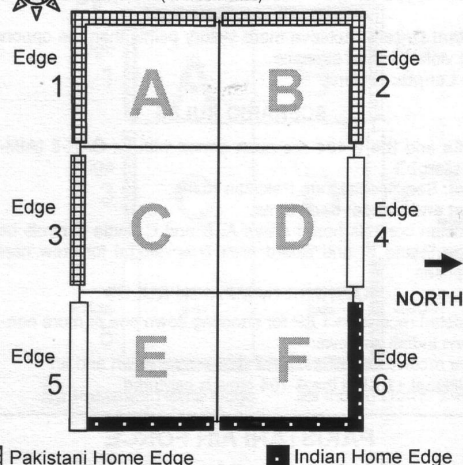
## AFTERMATH

The PAF Sabres had just completed their ground attack mission with rockets and napalm and were heading for home when IAF Squadron Leader Johnny Greene led his four Gnats onto their tails. Greene went after the lead Sabre, but his angle of attack was too steep and he broke off. His wingman, Flight Lieutenant Murdeshwar, got behind the second Sabre and lined up for the kill...but his cannons jammed after firing a single round. Flight Lieutenant V.S. "Pat" Pathania, however, did score, catching a Sabre as it turned away and headed toward Akhnur; he fired three bursts and watched as the smoking aircraft crashed into the ground. The PAF pilot, Flying Officer N.M. Butt, ejected safely and was rescued by helicopter after successfully evading capture. Interestingly, according to PAF accounts, the Sabre pilots never even knew they had been engaged in air-to-air combat and Flying Officer Butt thought he had been shot down by AA fire.



## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

Elements of **N° 23 SQUADRON ("PANTHERS")**

### GREENE SECTION

- 1x **Gnat** w/ *skilled* (+1) crew (V.S. "Pat" Pathania)  
 3x **Gnat** w/ *green* (+0) crew (Johnny Greene, M.R. "Manna" Murdeshwar, Amarjit Singh Sandhu)  
 (enter turn 1 from any friendly board edge, any speed, any TAL, LOW CAB)

## VARIABLE RULES

- 1 **Jammed**  
In addition to normal ammo depletion rules, Murdeshwar's guns are permanently jammed on any to-hit roll of '6' or less.
- 2-9 **None**
- 10 **Lucky charm**  
One randomly determined **Gnat** increases its crew skill level by +1 for two complete turns beginning on turn 2+d10.

# Wollen On Top



## SETTING

**Date:** 4 September 1965, 1520 hours.

**Location:** Over the Akhnur Sector, Chamb, Kashmir.

**History:** MiG-21s of No. 28 Squadron were forward deployed to Adampur airbase on 2 September to fly top cover for strike aircraft operating in the Chamb sector. On this occasion the flight consisted of the Squadron Commander (later Air Marshal), Sqn. Ldr. MSD Wollen, and his wingman, Sqn. Ldr. Mukherjee.

**Conditions:** *Visibility:* 12; *Sun:* Edge 1

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Protect returning strike flight. Receive +3 VPs for any Pakistani aircraft that exits the Indian Home Edge and an additional +3 VPs if it is destroyed after exiting.

**Pakistani Orders:** Achieve more victory points than the opponent.

**Game Length:** No limit.

## SCENARIO RULES

- F-86s** are NOT armed with missiles. May not plot any extreme turn or special maneuver on turn 1.
- MiG-21PFs** are armed only with 2x K-13 (AA-2 Atoll) missiles each. Variable rules **MiG-21F-13** are armed with 2x K-13 (AA-2 Atoll) missiles and 1x LRHC.
- Mysteres** have already used their First Fire and are low on fuel; must exit a friendly board edge before turn 2+d6 or check for crash on landing as if damaged.
- Anti-aircraft.** Board areas B, C, and F.
- Pakistan controls board areas A, B and C; India controls board areas E and F; and board area D is neutral for crew capture purposes.

## PAKISTANI AIR FORCE

**Elements of N<sup>o</sup>. 15 SQUADRON ("COBRAS")**

2x F-86F-40 w/ green (+0) crew

(set up second in board area E more than 8 hexes from edge 5, heading northwest, speed 5, TAL 3 SURFACE LOW CAB)

## VARIABLE RULES

- Target fixation**  
Unless they have been fired on, F-86s must plot to keep **Mysteres** in their front arcs through turn 2.
- Target Fixation**  
-and-  
**Air superiority equipped**  
F-86s are armed with 2x GAR-8 (AIM-9B) missiles each.
- Air superiority equipped**  
F-86s are armed with 2x GAR-8 (AIM-9B) missiles each.
- Air superiority equipped**  
F-86s are armed with 2x GAR-8 (AIM-9B) missiles each.  
-and-  
Replace one green (+0) crew with a skilled (+1) crew.

## KASHMIR CAMPAIGN RULES

- Pakistan receives +1 KP for each **MiG-21** destroyed.
- India receives +1 KP if any PAF aircraft exit an Indian Home Edge.

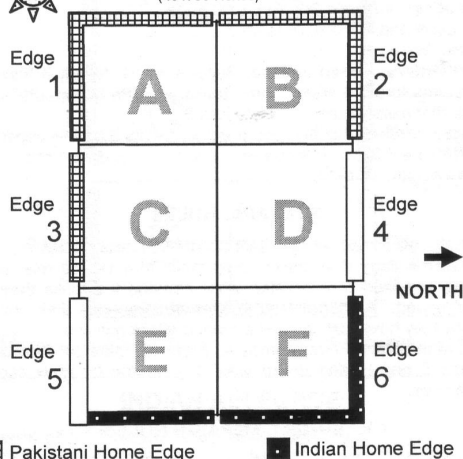
## AFTERMATH

Wollen and Mukherjee, flying at 10,000 feet, listened excitedly to the radio chatter coming from the fight that developed below them, particularly when "Pat" Pathania called out a Sabre kill. With **Mysteres** and their Gnat escorts engaged by PAF Sabres on CAP over the battlefield, Wollen decided to dive into the fray. He picked out a group of aircraft engaged in turning combat below him, then concentrated on a particular pair. As he closed in he realized they were **Mysteres** and eased off his turn – just then two Sabres crossed below and in front of him and he yanked his MiG to starboard, calling the targets to Mukherjee. His turn was so violent that Mukherjee lost him and, unwittingly, Wollen pressed his attack alone. He bore in on the hindmost of the pair, launched a missile at short range, and watched it explode against the ground below and ahead of the Sabre. Wollen triggered his second missile but now at barely 250 feet altitude, it impacted the ground before it began to guide. With no cannon, Wollen's aircraft was now unarmed, and in frustration he considered swiping the enemy's tail fin as he passed less than 20' above the Sabre's canopy.



## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

**Elements of N<sup>o</sup>. 1 SQUADRON ("TIGERS") and N<sup>o</sup>. 28 SQUADRON ("FIRST SUPERSONICS")**

1x **Mystere** w/ skilled (+1) crew

1x **Mystere** w/ green (+0) crew

(set up first in board area D, heading northwest, speed 6, any TAL SURFACE LOW CAB)

2x **MiG-21PF** w/ green (+0) crew (Wollen; Mukherjee)

(enter turn 1 from south board edge, any speed, any TAL LOW CAB)

## VARIABLE RULES

- Bingo fuel**  
**Mysteres** must exit a friendly board edge before turn 2+d4.
- Bingo fuel**  
-and-  
**Lost in the turn**  
Mukherjee enters on turn 8+d6.
- Lost in the turn**  
-and-  
May replace one or both **MiG-21PF** with **MiG-21F-13**.



# Drop the Hammer



## SETTING

**Date:** 6 September 1965, dawn.

**Location:** Over Ghakker, Gujranwala-Wazirabad Sector, Kashmir.

**History:** After five days of combat, a state of war was formally declared on 6 September. The IAF launched a dawn raid by four Mystere IVA fighter-bombers against a Pakistani "formation HQ". The target could not be found, but the element leader spotted a train hauling fuel tankers pulling into the station at Ghakker and called for his flight to attack it.

**Conditions:** Visibility: 20; Sun: East edge

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Return to base. Receive +1 VP for each **Mystere** that returns to base with its drop tanks; +4 VPs for any Pakistani aircraft that exits the board before turn 6.

**Pakistani Orders:** Achieve more victory points than the opponent. Receive +1 VP for each **Mystere** that jettisons its drop tanks.

**Game Length:** 18 turns.

## SCENARIO RULES

1. **F-104s** are armed with 2x GAR-8 (AIM-9B) missiles each.
2. **Mysteres** carry drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying the tanks they are *half-loaded*. All considered to have already used their first fire since they have just finished a ground attack mission.
3. Pakistan controls board areas A, B and C, India controls board areas E and F; and Board area D is neutral for crew capture purposes.

## KASHMIR CAMPAIGN RULES

1. Variable Rule – **Strategic offensive**. See Campaign Rule E.

## PAKISTANI AIR FORCE

Elements of **Nº 9 SQUADRON** ("GRIFFINS")

### CAP Lead

1x **F-104A** w/ *skilled* (+1) crew (Flt Lt Aftab Alam Khan)  
(BOUNCE: set up third more than 6 hexes from any **Mystere**, any speed, TAL 3 LOW CAB)

### Wingman / High Cover

1x **F-104A** w/ *green* (+0) crew (Flt Lt Amjad Hussain Khan)  
(place or enter as below, speed 7, TAL 6 LOW CAB)

## VARIABLE RULES

- 1-5 **Do not enter – and – Strategic offensive.**
- 6 Place on turn 1+d4 anywhere in board area A or B.
- 7 Place on turn 2+d4 anywhere in board area A, B or C.
- 8 Place on turn 4+d4 anywhere in board area A, B, or D.
- 9 Enter turn 6+d4 from south board edge.
- 10 Enter turn d4 from west board edge.

## KASHMIR CAMPAIGN RULES (CONT.)

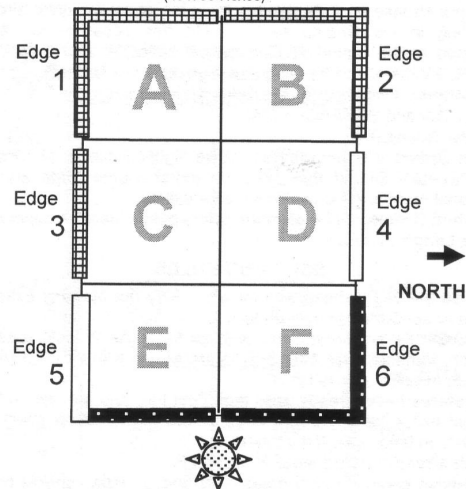
2. **Strategic Offensive:** India.
3. Pakistan receives +1 KP if all four IAF aircraft are destroyed.
4. India receives +1 KP if any **F-104** is shot down.

## AFTERMATH

IAF Squadron Leader "Paddy" Earle accidentally jettisoned his rocket pods on the run in, but the other three **Mysteres** destroyed the tank cars and the railway track. Pakistani ground elements called frantically for air support and a CAP of two F-104 Starfighters was vectored in. The CAP Lead, Flight Lieutenant Alam Khan, instructed his wingman to remain at 15,000 feet to act as radio relay while he dove down to look for the **Mysteres**. Earle spotted the single F-104 and the IAF pilots scrambled for home at treetop height and 450 knots. Khan lost sight of the lead **Mystere** but locked onto Earle's section and fired a Sidewinder. Momentarily blinded by the flash of his own missile launch, Khan jerked the F-104 into a climb and lost contact with the enemy. Earle jettisoned his fuel tanks - which were in short supply in both the IAF and PAF - during the escape, for which he was severely chastised by Wing Commander Taneja upon his return to base.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

Elements of **Nº 1 SQUADRON** ("TIGERS")

### Lead Section

2x **Mystere IVA** w/ *green* (+0) crew (Om Prakash "Om" Taneja, D.S. Brar)  
(set up first, anywhere in board area A, heading northeast, speed 6, TAL 1, SURFACE LOW CAB)

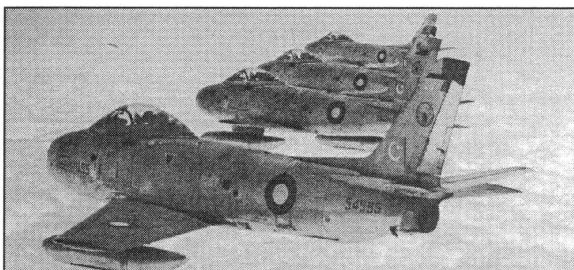
### Second Section

2x **Mystere IVA** w/ *green* (+0) crew (P.R. "Paddy" Earle, S.S. Dange)  
(set up second, anywhere in board area A behind Lead Section, heading northeast, speed 5, TAL 1, SURFACE LOW CAB)

## VARIABLE RULES

- 1-5 **Hung tank**  
One randomly chosen **Mystere** may not jettison drop tanks
- 6 **None**
- 7 **Paddy was a pilot, Paddy was an ace...**  
"Paddy" Earle is a *skilled* (+1) crew
- 8, 9 **Experience counts**  
"Om" Taneja is a *skilled* (+1) crew
- 10 **None**

# Grey Hunters



## SETTING

**Date:** 6 September 1965, dusk.

**Location:** Over the Taran Taran area, Kashmir.

**History:** On the first day of declared war the PAF made an all-out effort to knock out the IAF on the ground at its forward air bases at Adampur, Pathankot and Halwara. Four Sabres loaded only with machinegun ammo and extra fuel were to hit Adampur, at the extreme limit of their range, but one aborted on takeoff.

**Conditions:** *Visibility:* 20; *Sun:* none

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Prevent attack on Adampur airbase.

**Pakistani Orders:** Press attack on Adampur airbase. Receive +6 VPs for each F-86 with drop tanks, or +4 VPs for each F-86 without drop tanks, that exits board edge 6 at TAL 1 or 2 SURFACE LOW CAB.

**Game Length:** 15 turns.

## SCENARIO RULES

1. All aircraft carry drop tanks. Drop tanks may not be released if flying at speed 6 or greater; while carrying tanks they are half-loaded.
2. F-86s are NOT armed with missiles.
3. Advanced gun sights in Ahmed and Hatmi's Sabres were malfunctioning; do not apply modifier for advanced gun sight.
4. Hunters are flying CAP around Adampur airbase. Each flight of two aircraft must fly straight and level until one aircraft in the flight passes an aircrew check; check at the beginning of each turn, before plotting.
5. India controls board areas B, C, D, E and F, and board area A is neutral for crew capture purposes.
6. Edge 6 is a neutral board edge.

## PAKISTANI AIR FORCE

Elements of N° 9 SQUADRON ("GRIFFINS") and N° 11 SQUADRON ("ARROWS")

1x F-86F-40 w/ skilled (+1) crew (M.M. Alam)

2x F-86F-40 w/ green (+0) crew (Allaudin "Butch" Ahmed, Saad Hatmi) (see scenario rule 4) (enter second from board edge 1, any speed, TAL 1 or 2 SURFACE LOW CAB)

## VARIABLE RULES

- 1, 2 **Must have been the heavy G's**  
Ahmed's gun sight is functioning normally; apply modifier for advanced gun sight.
- 3 **Sneak**  
Instead of entering on turn 1 Sabres set up anywhere in board area A after Indian entry.
- 4 **Butch is hot!**  
"Butch" Ahmed is a skilled (+1) crew.
- 5 **Headspace and timing**  
The first F-86F to roll any doubles when firing has two permanently jammed machineguns; the other four operate as normal.
- 6-9 **Strategic offensive**
- 10 **Better than anybody knew**  
M.M. Alam is considered a veteran (+2) crew for all defensive die roll modifiers.

## KASHMIR CAMPAIGN RULES

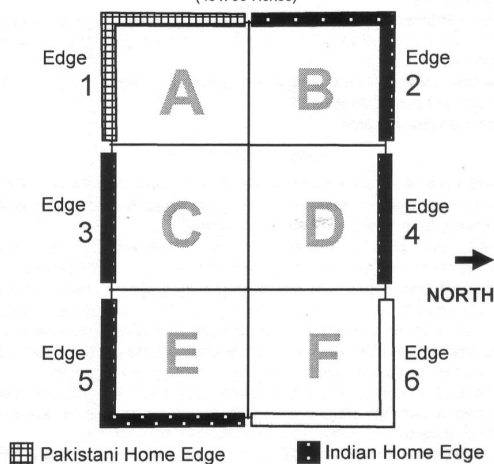
1. India receives +1 VP for each F-86 that jettisons its drop tanks.
2. Pakistan receives +1 KP if two F-86s exit board edge 6.
3. India receives +1 KP if no F-86 exits board edge 6.
4. Variable Rule – **Strategic offensive**. See Campaign Rule E.

## AFTERMATH

The three Sabres, flying low over the Punjab, spotted four Hunters crossing above them. PAF Squadron Leader M.M. Alam called for abort and pulled his flight into a climb to head back to base at Sarghoda. The Hunters spotted them and climbed as well. IAF Squadron Leader A.K. "Peter" Rawley got on the tail of one Sabre, but in the low-altitude, high-speed turn he flew into the ground. In the brief, swirling melee the Sabres damaged two other Hunters before scurrying back across the border. While the mission to Adampur failed, the PAF did discover that the Sabre could hold its own in a dogfight with the much vaunted Hunter.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

Elements of N° 7 SQUADRON ("BATTLEAXES")

"Grey" Flight 1

2x Hunter w/ green (+0) crew (A.T.R.H. Zachariah, A.K. "Peter" Rawley)

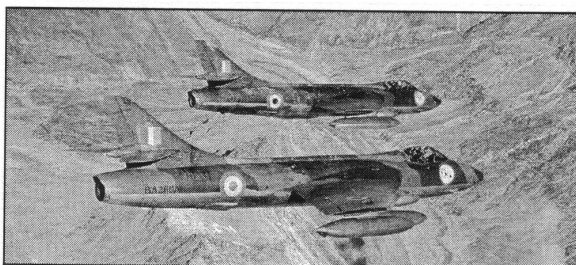
"Grey" Flight 2

2x Hunter w/ green (+0) crew (M.M. Sinha, S.K. Sharma) (both flights enter first from board edge 4 or 6, any speed, TAL 3, 4 or 5 SURFACE LOW CAB)

## VARIABLE RULES

- 1-5 **You're too low!**  
"Peter" Rawley is a poor (-1) crew.  
-and-  
**Strategic offensive**
- 6-9 **Fuel tank puncture**  
The first "Lucky Hit" of the scenario on a Hunter is automatically a "Fire" result.  
-and-  
**Strategic offensive**
- 10 **Experience counts**  
Wing Commander A.T.R.H. Zachariah becomes a skilled (+1) crew on turn 4+d4.

# Hunters Revenge



## SETTING

**Date:** 6 September 1965, dusk.

**Location:** Over IAF Base Halwara, India.

**History:** The third and final PAF counter-air strike of the day was against the IAF airbase at Halwara. One of the four strike aircraft had to abort; the other three ran into the two-ship CAP over the Indian airfield.

**Conditions:** *Visibility:* 12; *Sun:* none

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Defend Halwara airbase. Achieve more victory points than the opponent. Receive +4 VPs if no ground targets are destroyed.

**Pakistani Orders:** Attack Halwara airbase. Receive +2 VPs for each ground target destroyed;

**Game Length:** No limit.

## SCENARIO RULES

- F-86s** are NOT armed with missiles and carry drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying drop tanks they are *half-loaded*.
- F-86s** start hidden, and set up in formation with no more than three hexes between aircraft. Note that visibility is 12 hexes.
- Ground targets.** Before game start Indian player places **Group 1**, 3x aircraft on the ground (taxiing), in the center of the board, in line heading southeast, with no more than five hexes between planes; and places **Group 2**, 3x aircraft on the ground (parked), anywhere in board area D within 5 hexes of the center of the board. Each attacking aircraft must spot each Group separately before it can be attacked; due to the dusk conditions spotting check dice rolls are modified by minus -1.
- Anti-aircraft.** Board areas C and D.
- India controls board areas C, D, E and F and board areas A and B are neutral for crew capture purposes.

## KASHMIR CAMPAIGN RULES

- India receives +1 VP for each F-86 that jettisons drop tanks.
- Pakistan receives +1 VP for each F-86 that returns to base with its drop tanks.
- Pakistan receives +1 KP if more than three ground targets are destroyed.
- India receives +1 KP if no ground targets are destroyed.
- Strategic offensive: Pakistan.** See Campaign Rule D.

## PAKISTANI AIR FORCE

### Elements of N° 5 SQUADRON ("FALCONS")

1x F-86F-40 w/ *skilled* (+1) crew (S.A. Rafiqui)

2x F-86F-40 w/ *green* (+0) crew (Cecil Choudhary, Yunus Hussain)  
(BOUNCE: set up second in board area A or B, in formation, more than 5 hexes from any Hunter, any speed, TAL 1 or 2 SURFACE LOW CAB)

## VARIABLE RULES

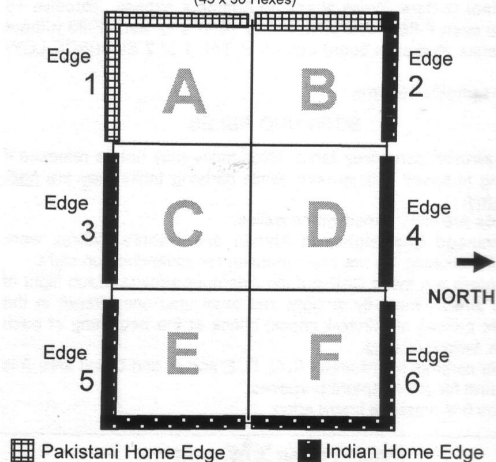
- Strike the target!**  
1x F-86F may set up separately, more than 10 hexes from both Airfield CAP, any speed, any TAL SURFACE LOW CAB.
- Spotted**  
All F-86s must set up, visible, more than 10 hexes from both Airfield CAP Hunters.
- In a jam**  
At the beginning of turn 1+d6 Rafiqui's guns jam permanently and Choudhary becomes a *skilled* (+1) crew.

## AFTERMATH

PAF Squadron Leader S.A. Rafiqui's strike element could not identify Halwara airbase in the failing light, but spotted a pair of Hunters orbiting several hundred feet above them. The Sabres went into the attack and were able to sneak into point-blank range behind these airfield CAP aircraft piloted by Flying Officers Pingale and Ghandi. Rafiqui shot down Pingale immediately, and Ghandi's Hunter was damaged by a burst from Flight Lieutenant Cecil Choudhary's machineguns. Ghandi maneuvered behind the third Sabre, however, and delivered a mortal blow with his 30mm cannons before successive bursts from Choudhary forced him to eject from his stricken fighter. Though both CAP planes were downed, the Sabres were not alone for long; two more Hunters on CAP further north, piloted by Flight Lieutenant D.N. Rathore and Flying Officer V.K. Neb, charged into the fight. Rafiqui, whose guns had jammed in the first dogfight, went down in flames with his plane. Choudhary – the lone survivor – escaped, hugging the ground in the gloom and barely making it back to base riding on fumes. Both sides declared a major tactical victory in the engagement, and in fact both Rathore and Neb claimed one Sabre each, believing that they had shot down both Rafiqui and Choudhary.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

### Elements of N° 7 SQUADRON ("BATTLEAXES") and N° 27 SQUADRON ("FLAMING ARROWS")

#### N° 7 SQUADRON – Airfield CAP

2x Hunter w/ *green* (+0) crew (P.S. 'Pingo' Pingale, A.R. 'Adi' Ghandi)  
(set up first, anywhere in randomly selected board area, random heading, speed 5, TAL 3 SURFACE LOW CAB)

#### N° 27 SQUADRON – North CAP

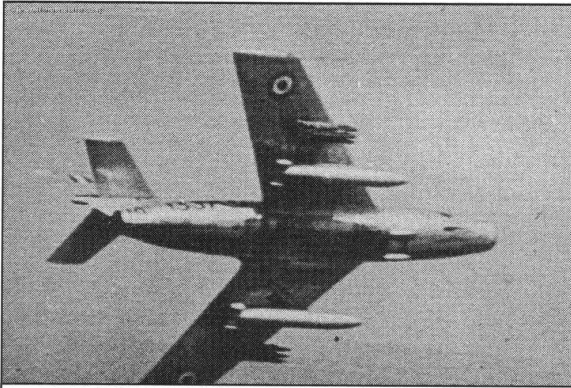
2x Hunter w/ *green* (+0) crew (D.N. Rathore, V.K. Neb)  
(enter turn 5+d6, from north board edge, any speed, any TAL LOW or SURFACE LOW CAB)

## VARIABLE RULES

- It just went right through and out the other side**  
Ghandi ignores the first damage result to his aircraft.
- Heroic Fool**  
Ghandi is treated as a *skilled* (+1) crew for all defensive die roll modifiers and ignores the first damage result to his aircraft.
- Low Fuel**  
On turn d6+6 randomly select one F-86F. This aircraft is low on fuel and must make a crew check each turn until it exits the board – if failed check for crash on landing as if damaged.
- Wandering attention**  
Pingale is treated as a *poor* (-1) crew until he is hit.



# Shooting Stars



## SETTING

**Date:** 7 September 1965, 0555 hours.

**Location:** Near PAF Airbase Sarghoda, Pakistan.

**History:** The second day of official hostilities witnessed India's attempt to knock out the PAF with counter-air strikes on Pakistani airbases. Sarghoda, a complex of main and satellite airfields, was a major PAF facility targeted for multiple strikes. Twelve Mysteres were chalked in for the mission, but five had to abort.

**Conditions:** *Visibility:* 12; *Sun:* none

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Return to base. Receive additional +2s VP for each **Mystere** that returns to base or +3 VPs for each **Mystere** that returns to base with its drop tanks.

**Pakistani Orders:** Hunt down ingressors. Receive +1 VP for each **Mystere** that jettisons its fuel tanks; +2 VPs for any **Mystere** still on the board at game end.

**Game Length:** 15 turns.

## SCENARIO RULES

1. **F-104** is armed with 2x GAR-8 (AIM-9B) missiles; enters as a hidden aircraft.
2. **Mysteres** carry drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying drop tanks they are *half-loaded*. All considered to have already used their first fire since they have just finished a ground attack mission.
3. **A.B. Devvaya**. Always shift one column to the left when rolling on the robustness table for this aircraft.
4. Pakistan controls board areas A, B, C, D and F and board area E is neutral for crew capture purposes.

## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP if three, or +3 KPs if more than five, or +4 KPs if all, IAF aircraft are destroyed.
2. India receives +1 KP if the **F-104** is destroyed and an additional +1 KP if the **F-104** aircrew is captured.

## PAKISTANI AIR FORCE

### Elements of N° 9 SQUADRON ("GRIFFINS")

1x **F-104A** w/ *green* (+0) crew (Flt Lt Amjad Husain Khan)  
(enter turn 1, hidden, from board edge 1 or 2, any speed, TAL 1 LOW CAB)

## VARIABLE RULES

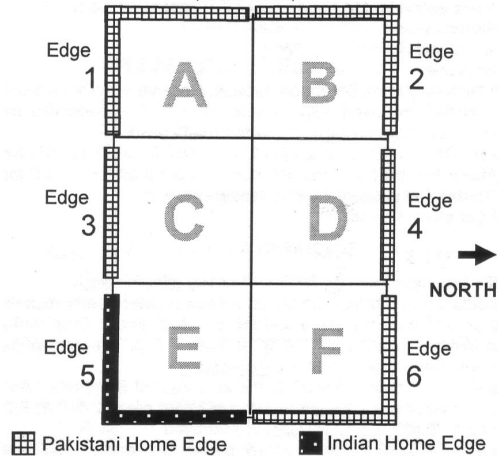
- 1-5 **Afterburner**  
After Indian player sets up, Pakistani player may shift both Indian formations by up to five hexes in any one direction.
- 6-8 **Sneak**  
Set up third, anywhere more than 3 hexes from any **Mystere**, speed at least 5, TAL 3 thru 6 SURFACE LOW CAB.
- 9-10 **It was just bad luck...**  
Husain Khan is a *skilled* (+1) crew.

## AFTERMATH

The seven **Mystere** fighter-bombers, operating at the limit of their fuel endurance, made a single, ineffectual pass over the airfield and headed for home at treetop level. A single PAF Starfighter on CAP, piloted by Flight Lieutenant Amjad Husain Khan, scrambled to intercept the fleeing **Mysteres**, catching up to the trail elements of the formation about eight miles southeast of Sarghoda. Husain fired both of his missiles at Squadron Leader A.B. Devvaya, but both flew into the ground. He closed to gun range and, scoring what he believed were mortal hits on the **Mystere**, he broke off in search of the second **Mystere** in the element. Devvaya, however, was still flying and ready to engage; he closed on Husain and lured him into a turning fight. When the Starfighter slowed and filled his gun sight, Devvaya loosed a string of 30mm shells that tore away Husain's control surfaces. Husain ejected over Pakistani territory and made it home. Devvaya, who like the other **Mystere** pilots had no fuel reserve to allow for dog fighting, was never seen again. However, he did go down in history as the only IAF pilot to shoot down an F-104 during the war.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

### Elements of N° 1 SQUADRON ("TIGERS")

#### 'Red' Section

1x **Mystere IVA** w/ *skilled* (+1) crew (A.B. Devvaya) (see Scen. Rule 3)

1x **Mystere IVA** w/ *green* (+0) crew (Om Prakash "Om" Taneja)

(set up second, in formation, anywhere within 3 hexes of intersection of board areas B & D, heading southeast, speed 4, TAL 1 SURFACE LOW CAB)

#### 'Pink' Section

5x **Mystere IVA** w/ *green* (+0) crew (D.E. Satur, "Frisky" Verma, A.K.

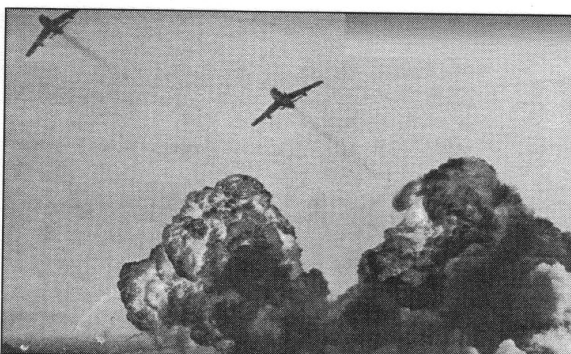
Brahmawar, J.P. Singh, S.S. Dange)

(set up first, in formation, anywhere east of and within 3 hexes of the center of the board, heading southeast, speed 4, TAL 1 SURFACE LOW CAB)

## VARIABLE RULES

- 1-5 **Low fuel**  
Any **Mystere** that exits the board after turn 12 must roll for crash on landing as if damaged.
- 6-9 **Critical fuel**  
Any **Mystere** that exits the board after turn 11 must roll for crash on landing as if damaged.
- 10 **Bingo fuel**  
Any **Mystere** that exits the board after turn 10 must roll for crash on landing as if damaged.

# Alam's Five



## SETTING

**Date:** 7 September 1965, 0610 hours.

**Location:** Over PAF Airbase Sarghoda, Pakistan.

**History:** The second IAF counter-air raid of the day was launched against Sarghoda by six Hunters – four configured for ground attack with rockets and bombs and two flying as fighter escort, though one escort had to abort because of control problems.

**Conditions:** *Visibility:* 20; *Sun:* none

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Attack Sarghoda Airbase. Receive +4 VPs for each ground target destroyed with rockets, or +1 VP if destroyed by strafing; +1 VP for each **Hunter** that returns to base.

**Pakistani Orders:** Defend Sarghoda Airbase. Receive +2 VPs for each **Attack Hunter** that does not make a ground attack; +1 VP for each **Hunter** that jettisons its drop tanks.

**Game Length:** 15 turns.

## SCENARIO RULES

1. **F-86s** are armed with 2x GAR-8 (AIM-9B) missiles each.
2. **Escort Hunters** carry drop tanks. **Attack Hunters** carry rockets and drop tanks; may make one rocket attack each. Drop tanks may not be released if flying at speed 5 or greater; while carrying drop tanks aircraft are *half-loaded*.
3. High-tension power lines cross the area east of Sarghoda. Any aircraft that crosses the intersection of board areas C/D and E/F at TAL 1, SURFACE LOW CAB is destroyed.
4. **Ground Targets:** Pakistani player places four targets anywhere in board area A and two targets anywhere in board area B. All targets must be more than five hexes from any board edge. Each target is destroyed by one hit.
5. **Anti-aircraft:** Board areas A and B.
6. Pakistan controls all board areas for crew capture purposes.

## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP if Alam shoots down three **Hunters**.

## PAKISTANI AIR FORCE

### Elements of N° 11 SQUADRON ("ARROWS")

1x F-86F w/ veteran (+2) crew (M.M. Alam)

1x F-86F w/ green (+0) crew (Masood Akhtar)  
(enter turn 1 from a random board edge, any speed, TAL 1 LOW CAB)

### VARIABLE RULES

- 1-2 **Out of position**  
Change Pakistani entry to turn 2.
- 3 **"Allah rides with the Sidewinder!"**  
For any one missile shot, treat the firing crew as ace (+3).
- 4-7 **It was all propaganda**  
Alam is a *skilled* (+1) crew.
- 8-10 **Best wingman in the PAF**  
Masood Akhtar is a *skilled* (+1) crew.

## KASHMIR CAMPAIGN RULES (continued)

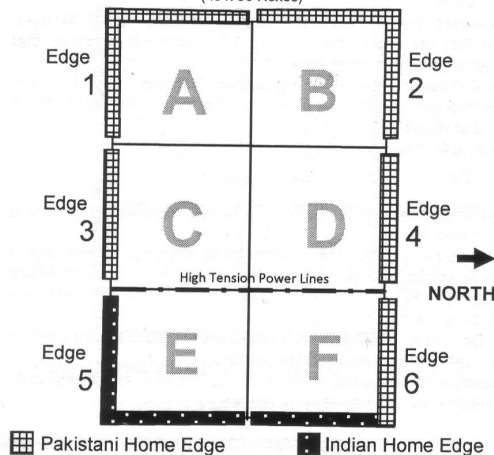
2. Pakistan receives +1 KP if four **Hunters** are destroyed or the Indians destroy no more than one ground target.
3. India receives +1 KP if three ground targets are destroyed and an additional +1 KP if five ground targets are destroyed.

## AFTERMATH

PAF Squadron Leader Arif Iqbal, flying High CAP in an F-104A, spotted IAF Squadron Leader Jog's four Hunters as they began their attack on the airfield. Iqbal, diving from 15,000 feet, could only watch with frustration as the four CAP Sabres pounced on the Hunters. PAF Flight Lieutenant Bhatti abandoned his intercept, however, when one of his drop tanks hung up, leaving Squadron Leader Alam and his wingman to pursue the five Indians alone. Reports of the ensuing battle are confusing, garbled and contradictory, and according to IAF records actually involved two different flights of five Hunters from two different squadrons. Alam was credited with five kills in this one engagement, but the IAF claims it lost only two aircraft out of ten. One of Alam's claims was Flt Lt D.N. Rathore, who ejected over Sarghoda and was captured; India attributes the loss of that aircraft to the Hunter's notorious drop-tank fuel transfer problems. The wreckage of two other IAF Hunters downed at this time was found near the Sangli Hill railway station in Pakistani territory, but the badly burned bodies of the pilots were never officially identified.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

### Elements of N° 27 SQUADRON ("FLAMING ARROWS")

#### Attack Section

4x **Hunter** w/ green (+0) crew (D.S. Jog, O.N. "Piloo" Kacker, T.K. Chaudhuri, P.S. Parihar)

(set up first, anywhere within 3 hexes of intersection of board areas B & D, heading southeast, any speed, TAL 1 SURFACE LOW CAB)

#### Escort Section

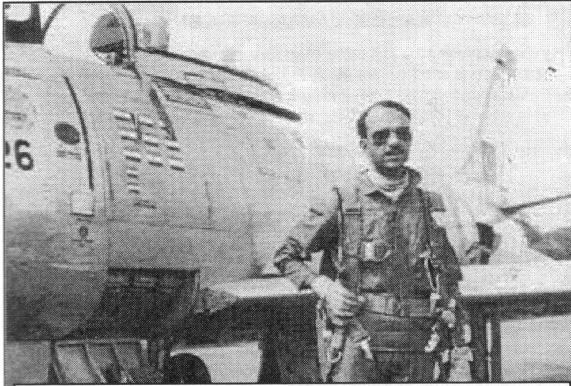
1x **Hunter** w/ skilled (+1) crew (D.N. Rathore)

(set up second, anywhere within 3 hexes of intersection of board areas A & C, heading southeast, any speed, TAL 1 SURFACE LOW CAB)

### VARIABLE RULES

- 1-2 **Maintenance in the dark**  
Two randomly chosen **Hunters** have their maximum speed reduced by -1.
- 3-10 **Fuel transfer problem**  
Randomly select one **Hunter**; each turn starting on turn 6 it must pass an aircrew check with a +1 DRM. If failed check for crash on landing as if damaged.

# Alam's Other Five



PAF Squadron Leader M.M. Alam with eleven kills marked on his Sabre

## SETTING

**Date:** 7 September 1965, 0615 hours.

**Location:** East of PAF Airbase Sarghoda, Pakistan.

**History:** According to the IAF account of the action that resulted in PAF Squadron Leader M.M. Alam being credited with five kills, there was a second strike package of Hunters that day. During ingress, these five aircraft from *N<sup>o</sup> 7 SQUADRON* ran into Alam and his wingman (the IAF claims there were three Sabres) who mistook them for the same flight they had chased from Sarghoda; two were shot down and three returned to base.

**Conditions:** *Visibility:* 20; *Sun:* none

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Ingress to Sarghoda Airbase. Receive +3 VPs for each **Hunter** that exits west board edge or +1 VP for each **Hunter** that exits east board edge and successfully returns to base with drop tanks and rockets.

**Pakistani Orders:** Intercept ingressors. Receive +2 VPs for each **Hunter** that exits the north or south board edge or remains on the board at game end, and +1 VP for each that exits the east board edge.

**Game Length:** 10 turns.

## SCENARIO RULES

- Squadron Leader Alam** expended both his missiles and some machinegun ammunition in the preceding minutes of the action; He is not armed with missiles and is considered to have already used his first fire.
- Flight Officer Masood Akhtar** is armed with 2x GAR-8 (AIM-9B) missiles and full machinegun ammunition load.
- Escort Hunters** carry drop tanks. **Attack Hunters** carry rockets and drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying drop tanks aircraft are *half-loaded*.
- Indian aircraft must maintain formation until fired upon.

## PAKISTANI AIR FORCE

### Elements of *N<sup>o</sup> 11 SQUADRON* ("ARROWS")

- 1x F-86F w/ veteran (+2) aircrew (M.M. Alam) (see Scenario Rule 1)
  - 1x F-86F w/ green (+0) aircrew (Masood Akhtar)
- (BOUNCE: set up third, more than 10 hexes from any Hunter, any speed, any TAL, SURFACE LOW or LOW CAB)

## VARIABLE RULES

- 1-3 **It was all propaganda**  
Alam is a *skilled* (+1) aircrew.
- 4-9 **Wrong search pattern**  
Randomly choose a modification to setup from below:
  - enter as hidden aircraft on turn 1 from board edge 4...
  - enter as hidden aircraft on turn 1 from board edge 2...
- 10 **"Allah rides with the Sidewinder!"**  
For any one missile shot, treat Akhtar as *skilled* (+1).

## SCENARIO RULES (con't)

- Pakistan controls board areas A, B, C and D, and board areas E and F are neutral for crew capture purposes.

## KASHMIR CAMPAIGN RULES

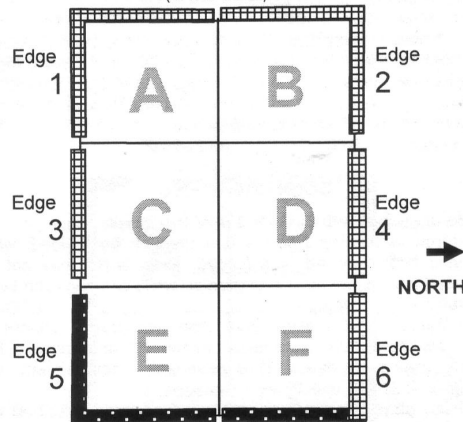
- Pakistan receives +1 KP if four or more **Hunters** are destroyed.
- India receives +1 KP if all three **Hunters** of the **Attack Section** exit the west board edge with their rockets.

## AFTERMATH

Having momentarily lost sight of the fleeing Hunters, Alam raced southeast to catch up with them. According to the IAF the remaining four aircraft of that flight returned safely to base, but a second flight of five Hunters – from *N<sup>o</sup> 7 SQUADRON* – crossed over them, inbound for another attack on Sarghoda. These five spotted PAF Sabres (ostensibly Alam's element) just after crossing the border and aborted. The IAF flight leader, Wing Commander Zachariah, called for a 180° turn and a scramble for home, but the two Hunters configured for escort turned a full 360° and headed into the approaching Sabres. Neither Indian pilot ever returned to base.

## SCENARIO SET-UP

(45 x 30 Hexes)



Grid pattern: Pakistani Home Edge

Solid black square: Indian Home Edge

## INDIAN AIR FORCE

### Elements of *N<sup>o</sup> 7 SQUADRON* ("BATTLEAXES")

#### Attack Section

3x Hunter w/ green (+0) crew ("Toric" Zachariah, A.S. Lamba and M.M. Sinha)  
(set up first, in formation, anywhere within 3 hexes of the center of the board, heading west, speed 5, any TAL, SURFACE LOW CAB)

#### Escort Section

1x Hunter w/ poor (-1) crew (S.B. Bhagwat)  
1x Hunter w/ green (+0) crew (J.S. Brar)  
(set up second, in formation, anywhere within 3 hexes west of Attack Section, heading west, speed 5, any TAL SURFACE LOW CAB)

## VARIABLE RULES

- 1-2 **Marvelous mount**  
Ignore the first airframe damage result.
- 3-8 **Live to fight another day**  
Change to orders: Receive +3 VPs for each **Hunter** that returns to base with drop tanks and rocket pods.
- 9 **Marvelous mount**  
-and-  
**Live to fight another day**
- 10 **Experience counts**  
Zachariah is a *skilled* (+1) aircrew.



# Mystere Date



## SETTING

**Date:** 7 September 1965, 1010 hours.

**Location:** Over PAF Airbase Sarghoda, Pakistan.

**History:** The commander of IAF No. 1 Squadron, Wing Commander O.P. Taneja, was rather upset that his 'White' flight, led by Squadron Leader S. Handa, had returned from its dawn strike with its ordnance stores intact. He ordered Handa to take his planes back again and execute the raid in broad daylight.

**Conditions:** Visibility: 12; Sun: Edge 5

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Attack Sarghoda Airbase. Achieve more victory points than the opponent. Receive +4 VPs for each ground target destroyed with bombs, or +1 VP if destroyed by strafing.

**Pakistani Orders:** Defend Sarghoda Airbase. Receive +1 VP for each **Mystere** that jettisons its drop tanks.

**Game Length:** No limit.

## SCENARIO RULES

1. **F-86s** are armed with 2x GAR-8 (AIM-9B) missiles each.
2. **Mysteres** carry drop tanks and a medium bomb load; while carrying both they are fully-loaded. Drop tanks may not be released if flying at speed 5 or greater; while carrying drop tanks aircraft are half-loaded.
3. Any **Mystere** that makes more than two ground attacks or performs more than two special maneuvers must pass a fuel check (crew check minus -1) at game end. Failed aircraft must check for crash on landing as if damaged.
4. Pakistani player places three visible ground targets (2x bulk fuel storage sites and 1x ATC building) anywhere in board areas A, B, and D; and six hidden ground targets (4x **F-86** and 2x **F-104**) within five hexes of the intersection of board areas A, B, C, and D. There must be no more than two hexes between hidden targets. Hidden targets become visible after the first round of ground attacks is completed.
5. **Anti-aircraft:** Board areas A, B, C and D.
6. Pakistan controls board areas A, B, C and D, and board areas E and F are neutral for crew capture purposes.
7. **High-tension power lines.** High-tension power lines cross the area east of Sarghoda. Any aircraft that crosses the intersection of board areas C/D and E/F at TAL 1 SURFACE LOW CAB is destroyed.

## PAKISTANI AIR FORCE

### Elements of No. 11 Squadron ("ARROWS")

3x F-86F w/ green (+0) crew  
(enter turn 4+d4 from board edge 1 or 3, speed 6, any TAL LOW or SURFACE LOW CAB)

### VARIABLE RULES

- 1-5 "Allah rides with the Sidewinder!"  
For any one missile shot, treat the crew as *skilled* (+1).
- 6-8 "Allah sent me a tailwind!"  
Subtract -1 from the turn of entry die roll.
- 9-10 "I want to be a Martyr!"  
One randomly chosen crew is Heroic.  
(see QRC, Lucky Hit Table, Additional Damage "H" for definition)

## KASHMIR CAMPAIGN RULES

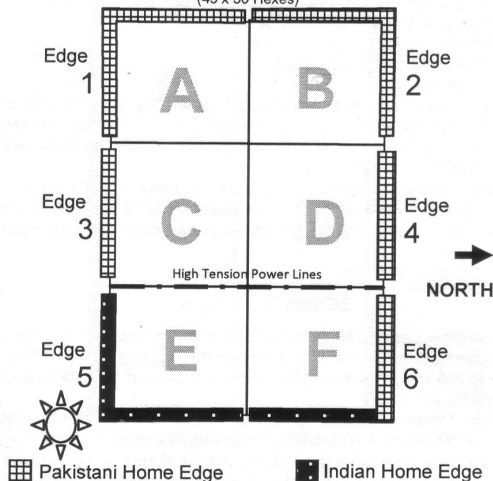
1. India receives +1 KP if more than four ground targets are destroyed and +1 KP for each **F-104** destroyed on the ground.
2. Pakistan receives +1 KP if no ground targets are destroyed and at least one **Mystere** is destroyed by cannon or missile fire.

## AFTERMATH

Though Pakistani radar picked up the raiders, and fighters were scrambled to intercept, the four Mysteres arrived over the target unmolested and with complete surprise. There were six PAF fighters, four F-86s and two F-104s, parked on the Operational Readiness Platform at the end of the runway, and several more F-86s in the vulnerable arming and fueling points. The IAF Mystere pilots, approaching at treetop level, failed to see the parked aircraft until they pulled up from their bombing runs, however. Though the Indians got two hits on fuel stocks (by Handa and Flight Lieutenant D.M.S. Kahai) and struck an Air Traffic Control building (by Flying Officer Philip Rajkumar) they only managed to destroy one F-86 on the ground (by Handa), according to the PAF records. Flight Lieutenant D.S. Brar aimed for an F-104 but his bombs would not release until he jettisoned them over a hangar. The attack was just finished as the PAF interceptors arrived, and the Mysteres just managed to outrun the Sabres back to India at full military power. The four raiders landed at Adampur on fumes. IAF records claim more than seven aircraft damaged or destroyed during this raid, and count it as the most successful of the day. Five days later Handa received the Vir Chakra, the third highest Indian award for gallantry. Kahai received the same medal after the war for this action.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

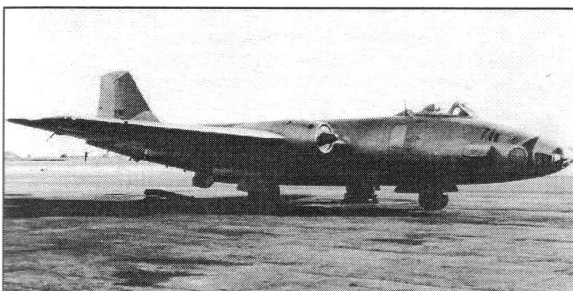
### Elements of No. 1 Squadron ("TIGERS")

2x **Mystere IVA** w/ green (+0) crew (S. Handa, D.M.S. Kahai)  
2x **Mystere IVA** w/ poor (-1) crew (D.S. Brar, Philip Rajkumar)  
(set up first, in formation, anywhere in board area A, B, C or D, heading northwest, speed 4, any TAL SURFACE LOW CAB)

### VARIABLE RULES

1. **Maintenance issues at the arming point**  
One randomly chosen **Mystere** must pass a crew check to drop bombs. If failed bombs are permanently hung.
- 2-3. **Stirring pre-brief**  
All crews receive a +1 DRM on their ground attack rolls.
- 4-8. **A little extra juice**  
Add +1 to all fuel check die rolls.
9. **Wing Commander takes the lead**  
Replace one *poor* (-1) crew with a *skilled* (+1) crew.
10. **Dirty ammo**  
One randomly chosen **Mystere** has one permanently jammed cannon.

# Cooke for Three



## SETTING

**Date:** 7 September 1965, 1030 hours.

**Location:** Over IAF Airbase Kalaikunda, India.

**History:** The air war was not limited to the Kashmir front – the PAF counter-air campaign was prosecuted from East Pakistan (now Bangladesh), too. At 06:40 five F-86s, loaded with four drop tanks each and armed with nothing but machinegun ammo, struck the IAF base at Kalaikunda in an attempt to destroy the Canberra bombers stationed there. Surprise was total, and IAF AA defenses had not yet been sited around the airfield. The Sabres had a field day, destroying two Canberras and four Vampires on the ground. Unfortunately, the PAF decided to follow up with another raid at mid-morning...

**Conditions:** Visibility: 12; Sun: Edge 4

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Defend Kalaikunda airbase. Receive +1 VP for each F-86 that jettisons drop tanks.

**Pakistani Orders:** Attack Kalaikunda airbase. Receive +4 VPs for each Canberra destroyed; +2 VPs for each other ground target (parked aircraft or AA position) destroyed.

**Game Length:** 14 turns.

## SCENARIO RULES

- F-86s** are NOT armed with missiles; carry 2x pair of drop tanks. Drop tanks may not be released if flying at speed 5 or greater; each pair must be jettisoned separately; while carrying any drop tanks they are *half-loaded*. Any F-86 still on board at end of game must check for crash on landing as if damaged.
- Parked aircraft.** Indian player places eight visible ground targets (4x *Canberra* and 4x *Vampire*) anywhere within five hexes of the intersection of board areas C, D, E, and F. There must be no more than two hexes between targets.
- Anti-aircraft.** Indian player places 3x light AA positions anywhere on the board. Each AA position is a ground target.
- Ground targets.** A ground target is destroyed by any hit.
- F-86 Attack Element** must set up with each aircraft at a different TAL in the SURFACE LOW CAB, more than five hexes from any ground target.
- India controls board areas A, C, D, E and F, and board area B is neutral for crew capture purposes.

## PAKISTANI AIR FORCE

### Elements of N° 14 SQUADRON ("SHAHEENS")

#### Top Cover

1x F-86F w/ *skilled* (+1) crew (Basheer)  
(set up in board area D or F, speed 4, any TAL LOW CAB)

#### Attack Element

2x F-86F w/ *skilled* (+1) crew (Haleem, Afzal Khan)  
1x F-86F w/ *green* (+0) crew (Tariq Habeeb Khan)  
(set up in board area C or E, speed 4, as per scenario rule 5)

## VARIABLE RULES

- 1-5 **Target fixation**  
Both Indian Hunters start as hidden aircraft.
- 6-7 **Dazed and confused**  
Replace one randomly chosen *skilled* (+1) crew with a *green* (+0) crew.
- 8-10 **None**

## KASHMIR CAMPAIGN RULES

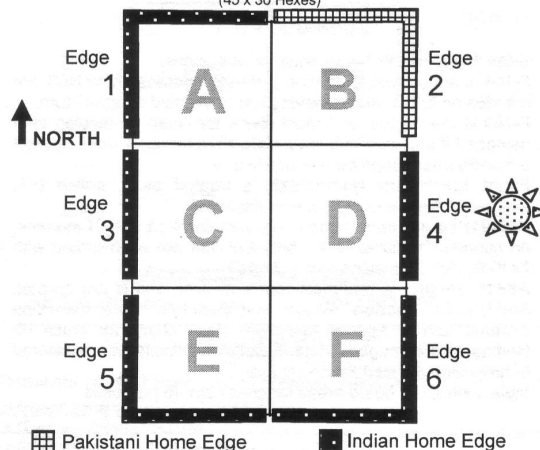
- Pakistan receives +1 KP if more than one *Canberra* is destroyed.
- India receives +2 KPs if Cooke destroys more than two F-86s.
- India loses -1 KP if three or more *Canberras* are destroyed.

## AFTERMATH

The second PAF strike on Kalaikunda – four more Sabres – also arrived over the airbase without opposition, but the IAF GCI controller vectored in two Hunters that were flying CAP about 120 miles to the north. En route, IAF Flying Officer S.C. Mamgain kept falling behind despite the exhortations of his flight lead, Flight Lieutenant Alfred Cooke. Cooke, who had 600 hours in the Hunter and a good deal of low-level air combat training, was considered the best combat pilot in his squadron. Mamgain finally admitted that fear was holding him back, but Cooke was able to buck him up. When the two Hunters arrived at Kalaikunda, coming in at 500 feet and 500 knots, they found three Sabres strafing the airfield while another flew top cover. Cooke, enraged, called for Mamgain to attack the top cover while Cooke went after the other three. In a grueling and tangled dogfight that swirled from 4,000 feet to below treetop level, Cooke fired on each of the four Sabres at some point, and managed to shoot down PAF Flight Lieutenant Afzal Khan. Cooke continued to engage the Sabres even after he had run out of ammo, eventually chasing them all away. Mamgain, who engaged two of the Sabres as they tried to sneak in another strafing run, was credited with a kill as well – a damaged Sabre that was seen to have crashed across the border in East Pakistan. While the Sabres took a beating from the Hunters they did, however, destroy at least two more Canberras on the ground.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

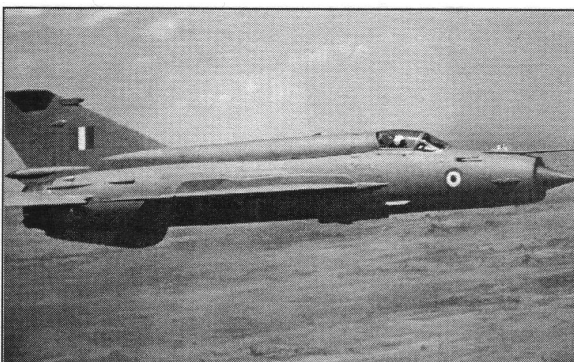
### Elements of N° 14 SQUADRON ("BULLS")

1x Hunter w/ *veteran* (+2) crew (Alfred Cooke)  
1x Hunter w/ *poor* (-1) crew (S.C. Mamgain)  
(enter turn 1, in formation, from north board edge, speed 6, TAL 1 SURFACE LOW CAB)

## VARIABLE RULES

- 1-2 **Flying like a madman**  
Treat Cooke as an *ace* (+3) crew for everything except firing and ammunition depletion.
- 3-5 **Solemn duty**  
Treat Cooke as an *ace* (+3) crew for firing and ammunition depletion only.
- 6-10 **Got his nerve back**  
Mamgain becomes a *green* (+0) crew on turn 4+d6.

# Mach 2 Dogfighters



## SETTING

**Date:** 11 September 1965.

**Location:** Over Ferozepur, India.

**History:** After 9 September the PAF was pursuing an air superiority campaign over the Kashmir battlefield, which included "MiG baiting" missions intended to lure the IAF fighters into air-to-air combat. PAF Flight Lieutenant Hakimullah was flying one of these missions when he reported an encounter with IAF MiG-21s.

**Conditions:** Visibility: 12; Sun: Edge 1

**CAB:** MEDIUM and MEDIUM BOTTOM

**Clouds:** None

**Indian Orders:** Destroy the F-104. Receive +1 VP if any Attack Section aircraft exit a friendly board edge. Receive +25 VPs if F-104 exits before MiGs arrive.

**Pakistani Orders:** Destroy at least one MiG-21.

**Game Length:** No limit.

## SCENARIO RULES

1. **Edge 1** is a friendly board edge for both sides.
2. **F-104** is armed with 2x GAR-8 (AIM-9B) missiles. May NOT fire missiles on turn 1, due to having just completed a high-G turn.
3. **F-104** is low on fuel and must check for crash on landing as if damaged if it uses afterburner more than twice, or does not exit a friendly board edge before turn 6+d10.
4. **Flight Lieutenant Hakimullah** is treated as a *skilled* (+1) aircrew for firing and ammunition depletion.
5. **MiG-21PFs** are each armed only with 2x K-13 (AA-2) missiles, no cannon. Variable Rules **MiG-21F-13s** are each armed with 2x K-13 (AA-2) missiles and 1x LRHC.
6. **Attack Section** is returning from a mission and is low on fuel. Any **Attack Section** aircraft that performs more than one extreme turn or special maneuver must check for crash on landing as if damaged. **Attack Section** aircraft are considered to have already used their First Fire.
7. India controls all board areas for crew capture purposes.

## PAKISTANI AIR FORCE

**Elements of N° 9 SQUADRON ("GRIFFINS")**

1x **F-104A** w/ veteran (+2\*) crew (Hakimullah) (see Scenario Rule 2)  
(BOUNCE: enter turn 1, anywhere in board area E or F, speed 8, TAL 6 MEDIUM LOW CAB)

## VARIABLE RULES

1. "Allah rides with the Sidewinder!"  
For any one missile shot treat Hakimullah as ace (+3) crew.
- 6-7. None
10. **Squeeze every last drop**  
Change scenario rule 2 to: **F-104A** is low on fuel and must check for crash on landing if it uses afterburner more than twice or does not exit a friendly board edge before turn 8+d10.

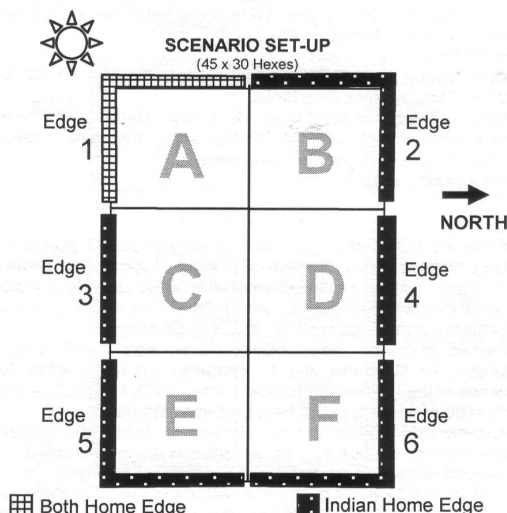
\* See Scenario Rule 4.

## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP for each **MiG-21** destroyed.
2. India receives +1 KP if the **F-104** is destroyed and an additional +1 KP if the **F-104** aircrew is captured.

## AFTERMATH

Having gone up 'clean' - without drop tanks - Hakimullah's Starfighter was running low on fuel after patrolling from Sarghoda to Lahore and then orbiting for ten minutes over Ferozepur at 25,000 feet. He was about to return to base when Sakesar GCI alerted him to two sections of IAF aircraft airborne from Halwara and requested him to make one more orbit. With his fuel margin reaching a critical state, Hakimullah was informed by Sakesar that the IAF planes were reporting visual contact with the F-104. Hakimullah spotted what he initially identified as two Gnats several thousand feet below him. He was positioned for a missile attack but, as he was pulling more than 2g in a turn, Hakimullah had to ease off before he could launch his Sidewinders. Before he could set up the shot Sakesar warned him that aircraft were diving on him from 26,000 feet. Looking up, Hakimullah identified them as MiG-21 fighters. He evaded two MiGs, only to run head-on into two more, and had to head to the deck on afterburner to escape. Both records agree, however, that Hakimullah managed to land with empty fuel tanks on a disused PAF airfield at Risalawala, saving the irreplaceable Starfighter in a true feat of piloting skill.



## INDIAN AIR FORCE

**Elements of N° 7 SQUADRON ("BATTLEAXES") and N° 28 SQUADRON ("FIRST SUPERSONICS")**

### Attack Section

2x **Hunter** w/ green (+0) crew (S.S. Malik, N.C. Suri)  
(set up within 2 hexes of the center of the board, in formation, speed 6, any TAL MEDIUM BOTTOM CAB)

### CAP Section

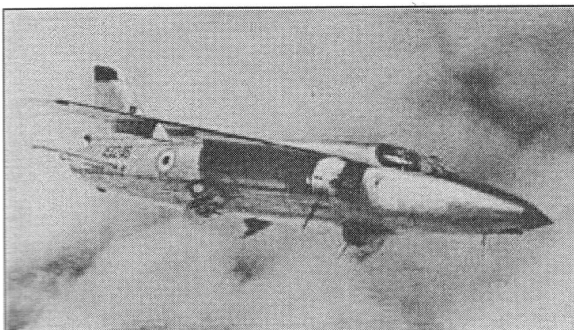
2x **MiG-21PF** w/ green (+0) crew  
(BOUNCE: place turn 1+d4, anywhere in board area C or D more than 10 hexes from F-104, any speed, TAL 6 MEDIUM LOW CAB)

## VARIABLE RULES

- 1-5. **Misidentified**  
Replace 2x **Hunter** with 2x **Gnat**, endurance 8+d6 turns.
- 6-9. **Zero experience in type**  
Replace one **CAP Section** green (+0) crew with a poor (-1) crew.
10. **Bring the guns**  
May replace one or both **MiG-21PF** with **MiG-21F-13**.



# Arrows Filled the Sky



## SETTING

**Date:** 13 September 1965, 1000 hours.

**Location:** Over Amritsar, India.

**History:** After the first week of fighting the IAF began to move more of its squadrons to the west as heavy combat losses and overwhelmed maintenance resources began to result in perilously low effective strengths among the units already based there. The IAF **N° 2 SQUADRON ("WINGED ARROWS")** had its baptism of fire when it scrambled two Gnats, piloted by Squadron Leader N.K. Malik and Flight Lieutenant Kale, to intercept a flight of PAF **N° 11 SQUADRON ("ARROWS")** Sabres inbound for Amritsar and presumably headed for a strike on the Adampur airbase. Kale spotted two Sabres, slipped in on their tails, and lined up for a perfect shot.

**Conditions:** Visibility: 12; Sun: none

**CAB:** MEDIUM and MEDIUM BOTTOM

**Clouds:** None

**Indian Orders:** Intercept ingressors and prevent attack on Adampur Airbase. Receive +1 VP for each F-86 that jettisons drop tanks; +2 VPs for each F-86 still on the board at game end.

**Pakistani Orders:** Penetrate and prosecute counter-air raid. Receive +2 VPs for each F-86 that exits board edge 1 with drop tanks.

**Game Length:** 10 turns +d4.

## SCENARIO RULES

- Variable game length:** At the end of turn 10 roll a d4 and add that many turns to the game.
- F-86s** are NOT armed with missiles and carry drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying the tanks they are *half-loaded*.
- Gnats** start as hidden aircraft. Note that visibility is 12 hexes.

## PAKISTANI AIR FORCE

Elements of **N° 11 SQUADRON ("ARROWS")**

### First Section

2x F-86F-40 w/ green (+0) crew

(set up first, in formation, anywhere in board area E or F, speed 5, TAL 2 MEDIUM LOW CAB)

### Second Section

1x F-86F-40 w/ skilled (+1) crew (Yusuf Ali Khan)

1x F-86F-40 w/ green (+0) crew (Bhatti)

(BOUNCE: place on turn 4, anywhere in board area E or F more than 10 hexes from any Gnat, speed 6, TAL 6 MEDIUM LOW CAB)

## VARIABLE RULES

- Target Fixation**  
Indian **Alert Section** aircraft cannot be spotted before they fire.
- Yusuf's day**  
Yusuf becomes a *veteran* (+2) crew on turn d10.
- Cucumber**  
Replace one randomly chosen *green* (+0) crew with a *skilled* (+1) crew on turn d6.
- Jitters**  
Replace one randomly chosen *green* (+0) crew with a *poor* (-1) crew on turn d10.

## SCENARIO RULES (CONT.)

- Gnat:** See Special Indo-Pakistani Rules.
- Gnat endurance:** 10+d6 turns.
- India controls all board areas for crew capture purposes.

## KASHMIR CAMPAIGN RULES

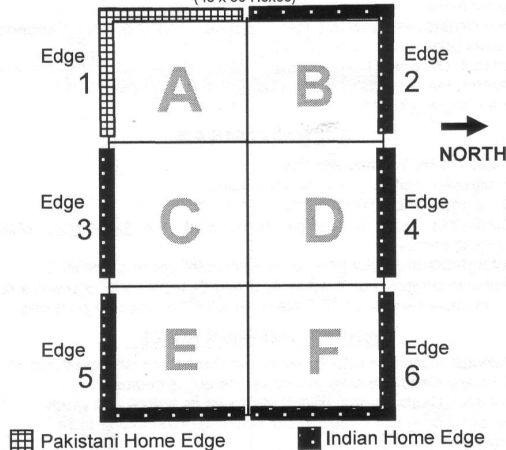
- Pakistan receives +1 KP if two **Gnats** are destroyed or if all four **F-86s** exit board edge 1, undamaged and with drop tanks.
- India receives +1 KP if more than one Pakistani aircrew is captured.

## AFTERMATH

Kale pulled the trigger, but as so often happened with the Gnat, his cannons jammed without firing a shot. Suddenly, two more Sabres appeared behind the Gnats. PAF Flight Lieutenant Yusuf Ali Khan fired on Kale, who broke and dove away, dropping from 20,000 feet to 3,000 feet. The damage inflicted by Yusuf's machineguns caused Kale's engine to flame out, and Kale ejected over Ferozepur. The fourth Sabre, piloted by PAF Flight Lieutenant Bhatti, chased the other Gnat, but as he closed in for a shot Malik went into a diving barrel roll and escaped. Kale was injured during his ejection, but landed safely in Indian territory and was transported to the hospital.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

Elements of **N° 2 SQUADRON ("WINGED ARROWS")**

### Intercept Section

1x Gnat w/ skilled (+1) crew (N.K. Malik)

1x Gnat w/ green (+0) crew (Kale)

(BOUNCE: set up second, in formation, more than 4 hexes from any F-86, speed 6, any TAL MEDIUM BOTTOM CAB)

### Alert Section

2x Gnat w/ green (+0) crew

(enter turn 6+d12, from random board edge, speed 7, TAL 6 MEDIUM LOW CAB)

## VARIABLE RULES

- Reserve CAP**  
**Alert Section** enters on turn 2+d4.
- Bloody good**  
Kale is a *skilled* (+1) crew.
- Running like a scalded monkey**  
Three times during the game, one randomly chosen **Gnat** may add +1 hex at the end of its movement.
- Good Karma or bad?**  
Indian player may negate the Pakistani VARIABLE RULE. Indian player must decide whether to do so before knowing which VARIABLE RULE the Pakistani player rolled.

# Singh to the Tuskers



## SETTING

**Date:** 14 September 1965.

**Location:** Near Lahore, Pakistan.

**History:** In a rare daylight mission, IAF Canberra bombers were tasked to strike rail yards at Lahore after a rendezvous with Gnat fighter escorts from N<sup>o</sup> 2 SQUADRON. The escort flight was led by the squadron's commanding officer, Wing Commander Bharat Singh. Singh, a former member of the aerobatics team, was a hotshot and a "flying hog" who hated to fly training missions with his pilots and saved all the "juicy" combat missions for himself.

**Conditions:** *Visibility:* 12; *Sun:* none

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Proceed to target. Receive +8 VPs for each Canberra that exits Edge 1 with its bomb load.

**Pakistani Orders:** Disrupt bomber raid. Receive +2 VPs for any Canberra that jettisons its bomb load or that exits Edge 4, 5 or 6.

**Game Length:** No limit.

## SCENARIO RULES

1. F-86s are NOT armed with missiles.
2. Gnats: See special Indo-Pakistani Rules.
3. Gnat endurance: 10+d4 turns.
4. Canberras carry an internal bomb load, are fully-loaded while carrying bombs.
5. All fighters must plot their board entry point before game start.
6. Pakistan controls board areas A, B and C. India controls board area F, and board areas D and E are neutral for crew capture purposes.

## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP for every two Canberras destroyed and +1 KP if any Canberra crew, or portion thereof, is captured.
2. For each Canberra that exits Edge 1 with its bombs and which passes a crew check (successful bombing of the target) India receives +1 KP.

## PAKISTANI AIR FORCE

**Elements of N<sup>o</sup> 17 SQUADRON ("TIGERS")**

### First Section

1x F-86F-40 w/ *skilled* (+1) crew

1x F-86F-40 w/ *green* (+0) crew  
(enter turn 1 from board edge 1, 2 or 3, any speed, TAL 6 LOW CAB)

### Second Section

2x F-86F-40 w/ *skilled* (+1) crew  
(enter turn d4 from board edge 3, 4 or 5, any speed, TAL 6 LOW CAB)

## VARIABLE RULES

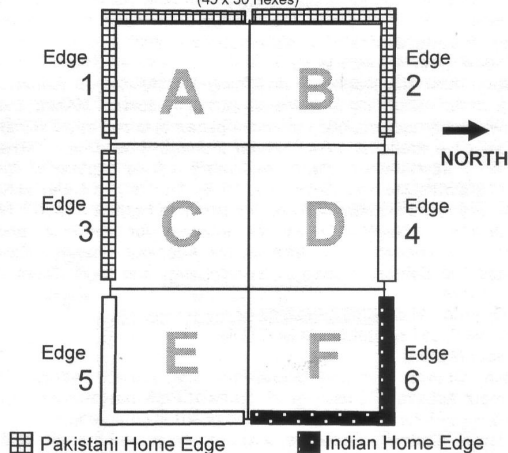
- 1-4 **Sneaky Khan**  
Second Section enters as hidden aircraft.
- 5-6 **High pace of operations**  
Reduce the maximum speed of two randomly chosen F-86s by -1.
- 7-8 **Low on fuel**  
First Section must exit the board by turn 10 or must check for crash on landing as if damaged.
- 9 **Nerves**  
Replace one randomly chosen *skilled* (+1) crew with a *green* (+0) crew
- 10 **Air superiority equipped**  
Second Section is armed with 2x GAR-8 (AIM-9B) missiles each.

## AFTERMATH

Arriving at the rendezvous point, the Canberra leader spotted PAF F-86s as they started their attack run on his formation. Wg Cdr Singh had sighted the opposing fighters earlier, but had not been sure if they were Indian Mysteres or Pakistani Sabres. The PAF fighters gained altitude, and then dove on the Canberras. Singh slashed into them to disrupt their attack, and the Sabres broke. One of the PAF pilots headed for the deck, and with Singh's Gnat in hot pursuit maneuvered radically to shake him off. Singh stayed with the Sabre through every evasive maneuver, firing at every chance. In the end, the frantic Sabre pilot flew his plane into the ground. Apparently Singh's bold attack was enough to save the Canberras as there are no IAF reports of losses or PAF claims of bomber kills in daylight engagements.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

**Elements of N<sup>o</sup> 2 SQUADRON ("WINGED ARROWS") and N<sup>o</sup> 5 SQUADRON ("TUSKERS")**

6x Canberra w/ *green* (+0) crew  
(set up first in board area F, in formation, any speed, TAL 3 LOW CAB)

1x Gnat w/ *veteran* (+2) crew (Bharat Singh)

3x Gnat w/ *green* (+0) crew  
(enter turn 1, from board edge 4, 5 or 6, any speed, TAL 4 LOW CAB)

## VARIABLE RULES

- 1 **He wasn't so great...**  
Bharat Singh is a *skilled* (+1) crew.  
-and-  
**Commandant of the Bomber School**  
Replace one Canberra crew with a *skilled* (+1) crew.
- 2 **Maintenance by the Vespa headlight**  
Reduce maximum speed of one randomly chosen Gnat by -1.
- 3 **Maintenance abort**  
Remove 1x Canberra.
- 4 **Gremlins**  
Reduce maximum speed of one randomly chosen Canberra by -1.
- 5 **"This is not night bombing, and we don't like it!"**  
Replace 2x Canberra crew with *poor* (-1) crew.
- 6 **"Singh wouldn't train me"**  
Replace 1x Gnat *green* (+0) crew with a *poor* (-1) crew.
- 7-9 **"Singh wouldn't train me"**  
-and-  
**Commandant of the Bomber School**
- 10 **Highly aggressive**  
If any F-86 exits the board Singh must immediately chase it and exit the board in the same direction.

# Pingo's Pound o' Flesh



## SETTING

**Date:** 16 September 1965, late afternoon.

**Location:** Near Jullundur, India.

**History:** IAF Flying Officer P.S. "Pingo" Pingale had suffered a painful back injury due to his ejection over Halwara on 6 September when he was shot down by S.A. Rafiqui, but had returned to **N<sup>o</sup> 7 SQUADRON** on the 14<sup>th</sup>, and was strapped into his Hunter on alert on the 16<sup>th</sup> when a scramble order went out for him and his wingman, Flying Officer Farokh Dara "Bunny" Bunsha - a very junior pilot who had just transferred from **N<sup>o</sup> 20 SQUADRON**.

**Conditions:** Visibility: 12; Sun: Edge 1

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Intercept inbound aircraft. Receive +1 VP for each F-86 that jettisons its drop tanks.

**Pakistani Orders:** Destroy enemy aircraft.

**Game Length:** No limit.

## SCENARIO RULES

1. F-86s are NOT armed with missiles and carry drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying the tanks they are *half-loaded*.
2. India controls all board areas for crew capture purposes.

## KASHMIR CAMPAIGN RULES

1. India receives +2 KPs if Sqn Leader M.M. Alam is captured.

## AFTERMATH

GCI vectored the two Hunters northwest toward Jullundur to

## PAKISTANI AIR FORCE

### Elements of **N<sup>o</sup> 11 SQUADRON ("ARROWS")**

- 1x F-86F-40 w/ veteran (+2) crew (M.M. Alam)  
(set up first, at the center of the board heading southeast, speed 5, TAL 6 SURFACE LOW CAB)
- 1x F-86F-40 w/ green (+0) aircrew (M.I. Shaukat Ali)  
(place hidden on turn 1+d4, anywhere more than seven hexes from any Hunter, any speed, any TAL and CAB)

### VARIABLE RULES

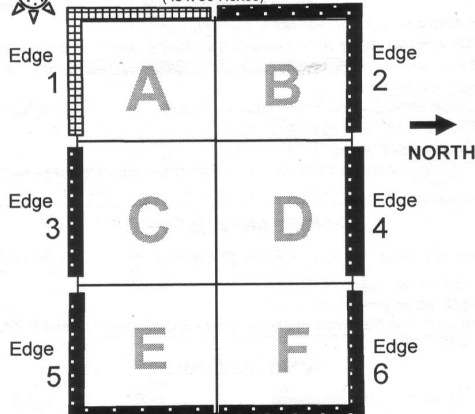
- 1 **Irate Villagers**  
Subtract -1 DRM from Pakistani crew capture rolls.
- 2-3 **"The new guy...what was his name?"**  
Shaukat Ali is a poor (-1) crew.
- 4 **It was all propaganda**  
M.M. Alam is a *skilled* (+1) crew.
- 5-7 **Is that why he fled?**  
Special Ammo Depletion rule for M.M. Alam:  
If to-hit roll = '2' then 2 of his 6 HMG are permanently jammed.  
If to-hit roll = '3' then 3 of his 6 HMG are permanently jammed.  
If to-hit roll = '4' then 4 of his 6 HMG are permanently jammed.
- 8 **High pace of operations**  
Reduce the maximum speed of one randomly chosen F-86 by -1.
- 9 **PAF Combat Search and Rescue**  
Add +1 to any Pakistani crew capture rolls.
- 10 **Air superiority equipped**  
F-86s are armed with 2x GAR-8 (AIM-9B) missiles each.

intercept inbound aircraft. Flying at 20,000 feet and 0.9 Mach, Pingale spotted a single aircraft below him headed in the opposite direction. He thought it might be an IAF Mystere until he saw the green and white PAF roundels on the wings. Both Hunters fell into a diving turn to get behind the Sabre, which began a gentle turn to the south, but maintained speed and altitude. The Hunters were falling into a trap, set by PAF Squadron Leader M.M. Alam who was acting as the bait. Pingale sensed that something was not right, and glancing to his right he spotted a second Sabre, piloted by Flying Officer Shaukat Ali, at his 4 o'clock and closing in fast for a shot. Pingale ordered Bunsha to take the lead Sabre, then broke into the ambush and went head-on at Ali. They crossed at high speed, and Pingale turned tightly to come up on Ali's rear before Ali - who had only eighty hours on the Sabre - could turn into him. Ali fled into the sun, but Pingale waited for him to drop out of it as his speed inevitably bled off. When he did, Pingale was on his tail again. Ali, unfamiliar with the limits of his airplane, made a common mistake by straightening out and pulling up, and Pingale blew his Sabre to pieces with two quarter-second bursts from his four 30mm cannons. Meanwhile, Bunsha too was totally outclassed by his opponent. M.M. Alam turned the tables on him, maneuvered into advantage, and shot Bunsha down. Alam then turned into Pingale, but when the two crossed only Pingale turned to re-engage; Alam fled for home. Bunsha went down with his plane; Shaukat Ali bailed out, and though wounded by gunfire from irate villagers while descending, he survived the war as a POW.



## SCENARIO SET-UP

(45 x 30 Hexes)



■ Pakistani Home Edge ■ Indian Home Edge

## INDIAN AIR FORCE

### Elements of **N<sup>o</sup> 7 SQUADRON ("BATTLEAXES")**

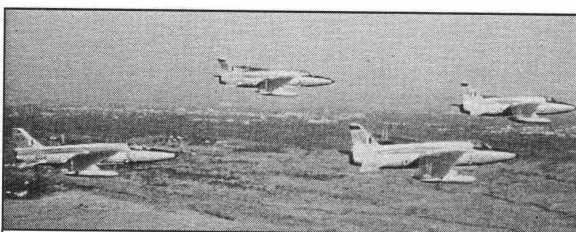
- 1x Hunter w/ *skilled* (+1) crew (P.S. "Pingo" Pingale)
- 1x Hunter w/ green (+0) crew (Farokh Dara "Bunny" Bunsha)  
(set up second, in formation, anywhere more than 10 hexes from the F-86, heading northwest, speed 6, TAL 3 LOW CAB)

### VARIABLE RULES

- 1 **Excruciating back pain**  
Pingale must check for out-of-control whenever performing an extreme turn or special maneuver above speed 5.  
-and-  
**He really is that good**  
Pingale is a *veteran* (+2) crew.
- 2-8 **Excruciating back pain**
- 9 **Excruciating back pain**  
-and-  
**Superior Gunnery**  
Pingale ignores first out-of-ammo result.
- 10 **He really is that good**



# Rupees Ten



## SETTING

**Date:** 18 September 1965.

**Location:** South of Lahore, Pakistan.

**History:** Four IAF Gnats, led by Squadron Leader Amarjit Singh "Kaala" Sandhu VM were headed south of Lahore at 20,000 feet when they were warned of approaching Sabres by Amritsar radar control. Sandhu, who had been decorated before the war as the only pilot to make a successful dead-stick landing in a Gnat, spotted six Sabres at a slightly higher altitude and put his formation in a climbing turn to engage them.

**Conditions:** *Visibility:* 12; *Sun:* Edge 3

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Achieve more victory points than the opponent. Receive +1 VP for each F-86 that jettisons its drop tanks.

**Pakistani Orders:** Achieve more victory points than the opponent. Receive +1 VP for each Gnat that jettisons its drop tanks.

**Game Length:** No limit.

## SCENARIO RULES

1. F-86s are NOT armed with missiles.
2. All aircraft carry drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying the tanks they are *half-loaded*.
3. Gnat: See Special Indo-Pakistan Rules.
4. Gnats start as hidden aircraft.
5. Gnat endurance: 10+d4 turns.
6. Pakistan controls all board areas for crew capture purposes.

## PAKISTANI AIR FORCE

### Elements of N° 11 SQUADRON ("ARROWS")

2x F-86F-40 w/ *skilled* (+1) crew

4x F-86F-40 w/ *green* (+0) crew

(set up first, at the center of the board heading northeast, speed 5, TAL 4 LOW CAB)

## VARIABLE RULES

1. **Air superiority equipped**  
Two F-86s are armed with 2x GAR-8 (AIM-9B) missiles each.  
-and-  
**High pace of operations**  
Reduce the maximum speed of two randomly chosen F-86s by -1.  
-and-  
**Maintenance abort**  
Remove two randomly chosen F-86s from the flight
- 2-5. **Slippery Khan**  
One *skilled* (+1) crew is treated as a *veteran* (+2) crew for all defensive die roll modifiers.  
-and-  
**High pace of operations**
- 6-7. **Fuel transfer problem**  
One randomly chosen F-86 must exit the board before turn 8; if not, it crashes immediately on turn 8.  
-and-  
**Air superiority equipped**
- 8-9. **High pace of operations**
10. **Hawkeye Hamid**  
One randomly chosen crew is treated as a *skilled* (+2) crew for all offensive gunnery die rolls except ammunition depletion.  
-and-  
**High pace of operations**

## KASHMIR CAMPAIGN RULES

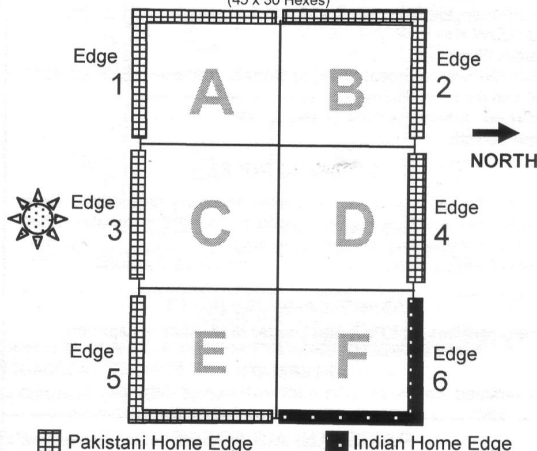
1. Pakistan receives +1 KP if two Gnat crews are captured.
2. Pakistan loses -1 KP if more than two F-86s are shot down.
3. India receives +1 KP if more than three F-86s are shot down.

## AFTERMATH

Sandhu went after the lead Sabre, and they engaged each other in a series of descending turns and climbs. Sandhu stuck relentlessly to the Sabre's tail, but at an altitude of 3,000 feet the Sabre rolled on its back and pulled into a vertical dive. Sandhu was faced with a serious problem — if he continued to chase the Sabre, the Gnat required a safety cushion of 4,000 feet to recover from such a maneuver. Having been involved in several air combats since the war began, but having been credited with nothing more than damaging the enemy aircraft, Sandhu was loathe to let this one slip away and once again deny him a kill. So he put his Gnat into a near suicidal dive and surprised the Pakistani pilot, who pulled out practically at ground level assuming his tail would be clear. In perfect position, Sandhu loosed off a burst of cannon fire and shot the Sabre down.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

### Elements of N° 23 SQUADRON ("PANTHERS")

1x Gnat w/ *skilled* (+1) crew (Amarjit Singh Sandhu)

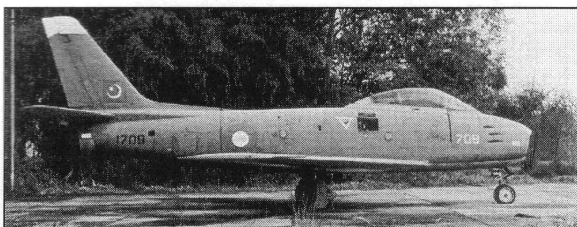
3x Gnat w/ *green* (+0) crew

(set up second, in formation, heading northwest, speed 6, TAL 3 LOW CAB)

## VARIABLE RULES

- 1-5. **High pace of operations**  
Reduce the maximum speed of one randomly chosen Gnat by -1.  
-and-  
**A very good day**  
Replace one *green* (+0) crew with a *skilled* (+1) crew.
- 6-8. **He flew like a man possessed**  
Amarjit Singh Sandhu is a *veteran* (+2) crew.
9. **I WILL score a kill!**  
Amarjit Singh Sandhu is a *veteran* (+2) crew and ignores Special Indo-Pakistani Rules for Gnat cannons.
10. **Chewing gum and bailing wire**  
Reduce the maximum speed of two randomly chosen Gnats by -1.  
-and-  
**A very good day**  
-and-  
**I WILL score a kill!**

# Keelor and the Wolves



## SETTING

**Date:** 19 September 1965, afternoon.

**Location:** Chawinda-Pasrur Sector, Kashmir.

**History:** Four IAF *Mysteres* of **N<sup>o</sup> 1 SQUADRON**, led by Flight Lieutenant J.P. Singh, set out on a strike mission to Chawinda, linking up with Squadron Leader Denzil Keelor's four Gnat escort from the "**WOLFPACK**" **SQUADRON** along the way. Sweeping into the target area at low-level, the Pakistani AA shells bursting above them, Flight Lieutenant Viney "Kaddu" Kapila spotted a formation of four Sabres ahead and above at 2,000 feet. Singh decided to make a single pass over the target area before turning his "**TIGERS**" for home. Keelor put his "**WOLFPACK**" into a shallow climbing turn to gain a position of advantage over the unwitting Sabres.

**Conditions:** Visibility: 10; Sun: Edge 3

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Destroy ground targets. Receive +3 VPs for each ground target destroyed; +1 VP for each **F-86** that jettisons its drop tanks.

**Pakistani Orders:** Achieve more victory points than the opponent. Receive +1 VP for each **Gnat** that jettisons its drop tanks.

**Game Length:** No limit.

## SCENARIO RULES

1. **F-86s** are NOT armed with missiles.
2. **All aircraft** carry drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying the tanks they are *half-loaded*.
3. **All Indian aircraft** start as hidden aircraft.
4. **Mysteres** carry drop tanks and bombs, allowing for up to two attacks per aircraft. While carrying tanks and bombs they are *fully-loaded*.
5. **Gnat:** See Special Indo-Pakistan Rules.
6. **Gnat endurance:** 10+d4 turns.
7. **Ground targets.** Pakistan player places 4+d6 ground targets anywhere in board areas C and D, with at least 6 hexes between targets.
8. Pakistan controls all board areas for crew capture purposes.

## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP if three Indian crews are captured.
2. Pakistan loses -1 KP if more than four ground targets are destroyed.
3. India receives +1 KP if more than five ground targets are destroyed, **and** all four **Mysteres** return to base, **and** at least one **F-86** is destroyed.
4. India loses -1 KP if all four **Mysteres** are shot down.

## PAKISTANI AIR FORCE

### Elements of **N<sup>o</sup> 17 SQUADRON ("TIGERS")**

3x **F-86F-40** w/ *skilled* (+1) crew (Daudpota, Azam, S.M. Ahmed)  
 1x **F-86F-40** w/ *green* (+0) crew  
 (enter turn 1 from board edge 1, any speed, any TAL LOW CAB)

## VARIABLE RULES

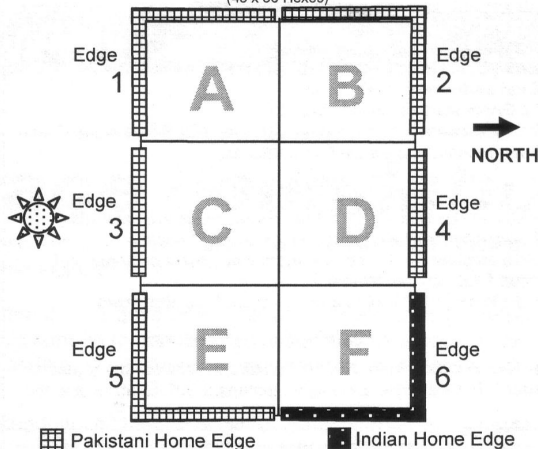
- 1-3 **High pace of operations**  
 Reduce the maximum speed of one randomly chosen **F-86** by -1.  
 -and-  
 Replace one *skilled* (+1) crew with a *green* (+0) crew.
- 4-7 **The damn thing broke!**  
 One randomly selected **F-86** does not have an advanced gunsight.
- 8-10 **None**

## AFTERMATH

The PAF **N<sup>o</sup> 17 SQUADRON** Sabres, led by Squadron Leader Azim Daudpota, did not notice the Gnats coming in at low level behind them until it was almost too late. Azim called a defensive break, and the Gnats split into two sections in chase. Keelor and his wingman, "Munna" Rai – who was on his first combat mission – went after one pair of Sabres while Kapila and Flight Lieutenant Vijay Mayadev maneuvered after the second section. As Keelor turned hard to follow his pair, Rai lost sight of both him and the enemy; Keelor ordered Rai to break off and return to base. Keelor was left alone not only to tangle with his two Sabres, but also to keep an eye on his other section – Kapila and Mayadev – as they jousting with their own pair. Through a series of reversing turns and breaks from 1,500 feet, Kapila found himself at less than 100 feet above the ground, but still with a Sabre in his sights. He dropped his tanks to gain a slight edge in maneuvering, then accelerated toward his prey and opened fire at 500 yards, scoring direct hits. The wounded Sabre fell back, and Kapila struck it again from 300 yards. The Sabre pilot continued to fight his plane, and Kapila let loose his third and fourth bursts; the doomed Sabre turned on its back and crashed. However, another Sabre piloted by Flying Officer Saif-ul Azam snuck onto Mayadev's tail, riddling the Gnat with .50 cal. fire. Mayadev ejected barely 500 feet above the ground, and spent the next five months as a POW. Meanwhile, Keelor was pursuing a Sabre that broke out of the melee and headed for home oblivious of the Gnat on its tail. Keelor hit the Sabre with one burst and it began to stream smoke. He closed in for the *coup de grace*, but when he pressed the trigger...nothing happened. The Gnat's temperamental cannons had cost the IAF another kill.

## SCENARIO SET-UP

(45 x 30 Hexes)



## INDIAN AIR FORCE

### Elements of **N<sup>o</sup> 1 SQUADRON ("TIGERS")** and **N<sup>o</sup> 9 SQUADRON ("WOLFPACK")**

#### Attack Section

4x **Mystere IVA** w/ *green* (+0) crew (Singh, Brahmawar, Verma, Bakshi)  
 (enter turn 1, from random board edge, speed 4, TAL 2 SURFACE LOW CAB)

#### Escort Section

2x **Gnat** w/ *skilled* (+1) crew (Keelor, Kapila)  
 2x **Gnat** w/ *green* (+0) crew (Rai, Mayadev)  
 (enter turn 2 anywhere more than 7 hexes from any **F-86F**, any speed, any TAL SURFACE LOW CAB)

## VARIABLE RULES

- 1 Rai is a poor (-1) crew.
- 2-5 **High pace of operations**  
 Reduce the maximum speed of two randomly chosen aircraft by -1.
- 6-10 **Lost**  
 Rai must exit the board before turn 3+d6.

# Last Encounter



## SETTING

**Date:** 20 September 1965, evening.

**Location:** Over Lahore, Pakistan.

**History:** IAF radar at Amritsar detected an intruding aircraft over Khem Karan, and two Hunters and two Gnats from different squadrons and different bases were scrambled to intercept them. According to the IAF, this combination flight was a brand new tactic for "baiting" Sabres.

**Conditions:** Visibility: 20; Sun: Edge 1

**CAB:** LOW and SURFACE LOW

**Clouds:** None

**Indian Orders:** Achieve more victory points than the opponent.

**Pakistani Orders:** Achieve more victory points than the opponent.

**Game Length:** No limit.

## SCENARIO RULES

1. All aircraft start half-loaded with drop tanks. F-86s may attempt to drop tanks prior to set-up in order to start game unloaded.
2. F-86s are NOT armed with missiles.
3. Gnat: See Special Indo-Pakistan Rules.
4. Gnat endurance: 8+d6 turns.
5. All Gnats start as hidden aircraft.
6. Pakistan controls board areas A, B, C and D; Board areas E and F are neutral for crew capture purposes.

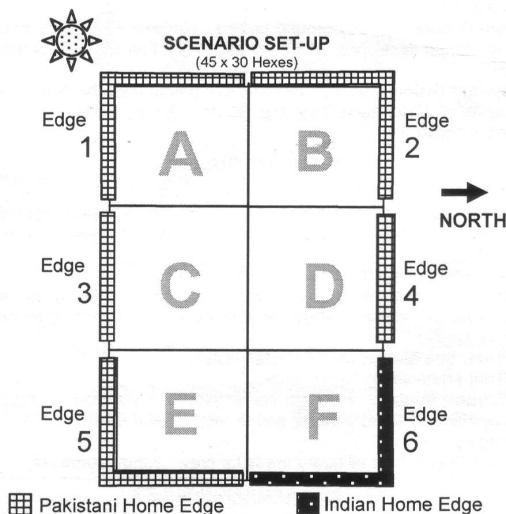
## KASHMIR CAMPAIGN RULES

1. Pakistan receives +1 KP if three Indian crews are captured.
2. Pakistan loses -1 KP if three F-86s are shot down.
3. India receives +1 KP if one Pakistani aircrew is captured or if three F-86s are destroyed.
4. India loses -1 KP if all four Indian aircraft are shot down.

## AFTERMATH

The two Hunters from No. 7 SQUADRON, piloted by Squadron Leader D.P. Chatterjee and Flight Lieutenant S.K. Sharma, and the

two Gnats from No. 2 SQUADRON, piloted by Flight Lieutenant A.K. "Mazi" Mazumdar and Flying Officer "Kamli" Khanna, headed west from Amritsar but even after arriving over Lahore they had not yet spotted any enemy aircraft. Just as Mazumdar, in the lead Gnat, was calling for return to base, four Sabres jumped the Hunters. PAF Squadron Leader S.A. Changezi, with one drop tank hung up under his wing, nevertheless managed to stay on the tail of Chatterjee's Hunter, and shot him down with three bursts, finally raking the Indian fighter across its breadth from right to left with two full seconds of machinegun fire. Chatterjee was probably killed by the final burst, as his plane went into a shallow dive and crashed in Pakistani territory – there was no ejection. Sharma's Hunter was also hit, by PAF Flight Lieutenant S.N.A. Jilani who poured a long burst into it. Sharma managed to disengage, and ejected just across the border in Indian territory. In the meantime, the Gnats had worked their way behind Changezi and his wingman, Flight Lieutenant A.H. Malik. Malik was hit while keeping Changezi's tail clear, and his radio was knocked out. He took more heavy hits from the two Gnats and danced on the edge of a spin, but managed to maintain control despite a smoke-filled cockpit. Barely able to keep the plane flying, Malik dove out of the engagement and back across the Pakistani border, bailing out to safety over Lahore. This final fighter engagement of the war had proven to be a costly encounter for the Hunters of No. 7 SQUADRON, but at least they wouldn't have to use the new "Sabre-baiting" tactics again.



## PAKISTANI AIR FORCE

### Elements of No. 19 SQUADRON ("SHERDILS")

- 3x F-86F-40 w/ skilled (+1) crew (Changezi, Jilani, Amamullah Khan)  
1x F-86F-40 w/ green (+0) crew (Malik)  
(enter turn 1 from board edge 1, 2, 3 or 4, any speed, any TAL LOW CAB)

### VARIABLE RULES

- 1 High Pace of Operations  
Reduce the maximum speed of two randomly chosen F-86s by -1.
- 2-6 Hung up!  
Changezi's F-86F is considered half-loaded for the entire game.  
-and-  
Long Burst  
Jilani may add an extra d6 to his firepower roll once during the game, but must declare it before rolling to hit.
- 7-9 Long Burst
- 10 Superior Gunnery  
Changezi is treated as a veteran (+2) crew for all gunnery rolls.  
-and-  
Long Burst

## INDIAN AIR FORCE

### Elements of No. 2 SQUADRON ("WINGED ARROWS") and No. 7 SQUADRON ("BATTLEAXES")

#### BATTLEAXES

- 2x Hunter w/ green (+0) crew (Chatterjee, Sharma)  
(set up first, in board area A or C within 10 hexes of south board edge, heading northeast, speed 5, TAL 4, 5, or 6 LOW CAB)

#### WINGED ARROWS

- 1x Gnat w/ skilled (+1) crew (Mazumdar)  
1x Gnat w/ green (+0) crew (Khanna)  
(place on turn 3 as if entering from above/below, anywhere on the board more than 7 hexes from any F-86F, any speed, any TAL and CAB)

### VARIABLE RULES

- 1-7 Maintenance Under the Vespa Headlight  
Reduce the maximum speed of two random aircraft by minus -1.
- 8 A Very Bad Day  
Replace one Hunter green (+0) crew with a poor (-1) crew.
- 9 Thorough Armorer  
Mazumdar ignores his first out of ammo result.
- 10 Mazumdar is a veteran (+2) crew.



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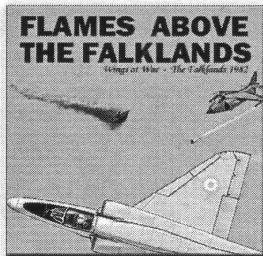
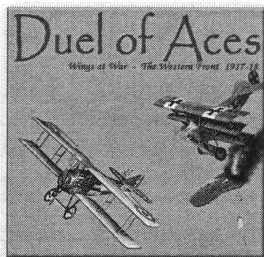
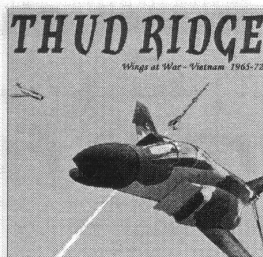
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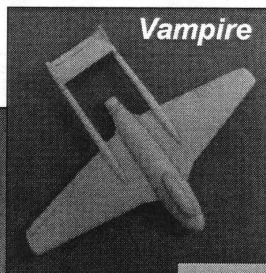


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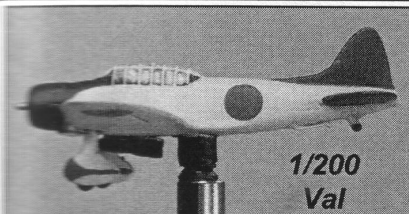
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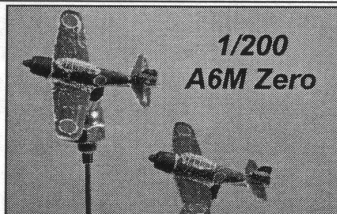
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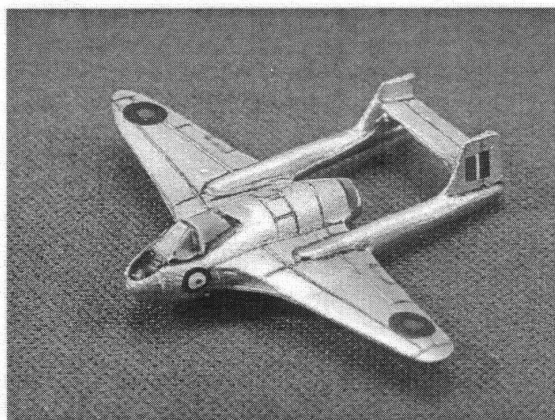
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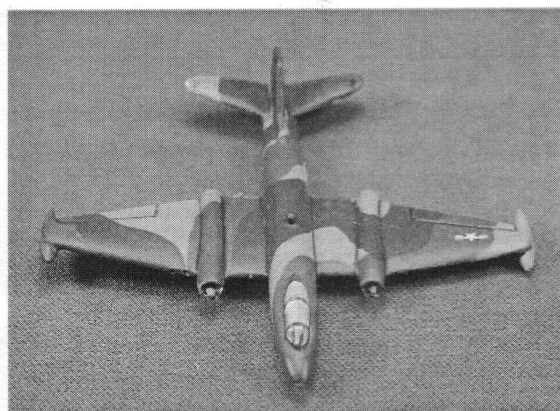
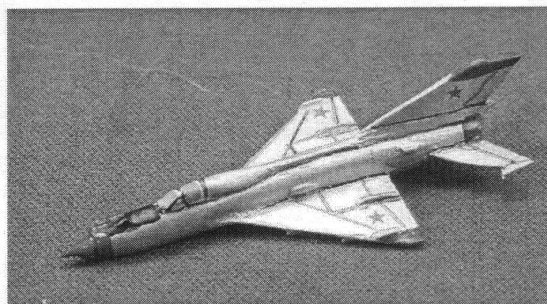
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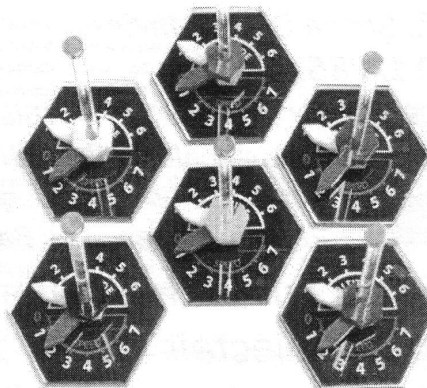
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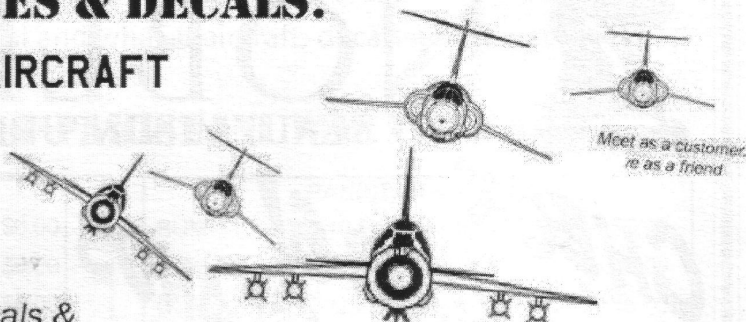
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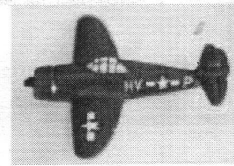
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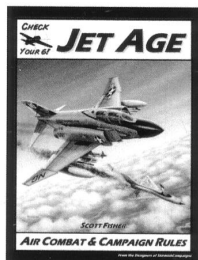
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**CAMPAIGN**





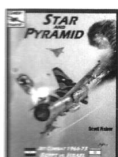
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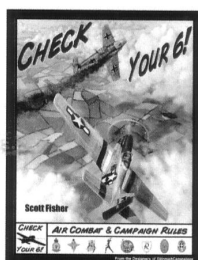


**AIR WAR KOREA** is a scenario and campaign book for **CY6 JET AGE** rules featuring historical scenarios for recreating the aerial campaign between US, Soviet, Chinese and North Korean forces over Korea 1950-54. 32 historical scenarios can be played alone or as several small campaigns

**STAR and PYRAMID** is a scenario and campaign book for **CY6 JET AGE** rules featuring historical scenarios for recreating the aerial campaign between Israeli, Egyptian, and Soviet, forces over the Middle East from 1966-73. 27 historical scenarios can be played alone or as one of five campaigns



## CHECK YOUR 6!



**CHECK YOUR 6!** is a set of Air Combat and Campaign Rules for recreating aerial battles from 1925-1956. The rules were developed over three years in concert with combat veteran pilots.

- For two or more players, each player controls two to six aircraft
- Games with 8-12 aircraft last about two hours (perfect for an evening)
- **CY6!** system was designed for new gamers & experienced players
- Aircraft statistics for over 175 period aircraft in **CY6!** format
- Rules for air-to-air, air-to-ground and anti-aircraft combat with designers notes and examples
- **CY6! PARAGRAPH CAMPAIGN** Flying Tigers Mini-Campaign
- 15 Scenarios included plus Quick Start DVD available



**OVER THE CHANNEL** is a scenario and campaign book for **CHECK YOUR 6!** rules featuring historical scenarios for recreating the aerial campaign over England and France from October 1939 to January 1941. 18 historical scenarios that can be played alone or as a campaign

**THE CACTUS AIR FORCE** is a scenario and campaign book for **CHECK YOUR 6!** rules featuring historical scenarios for recreating the aerial campaign between US and Japanese forces in Operation KA over Guadalcanal between August and September 1942. 9 historical scenarios that can be played alone or in a campaign using the unique **CY6! PARAGRAPH CAMPAIGN** system



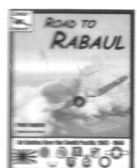
**FALCON OF THE DUCE** is a scenario and campaign book for **CHECK YOUR 6!** rules featuring historical scenarios for recreating the aerial campaigns of Franco Lucchini over North Africa, Malta and Sicily from June 1940 to July 1943. 16 historical scenarios that can be played alone or as a campaign

**ACES OVER HUNGARY** is a scenario and campaign book for **CHECK YOUR 6!** rules featuring historical scenarios for recreating the aerial campaign between US, Soviet, Hungarian and German forces over Hungary in 1944. 23 historical scenarios divided into two campaigns that can be played alone or in a campaign using the unique **CY6! PARAGRAPH CAMPAIGN** system

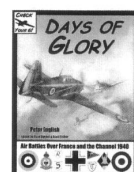


**BREAKING THE LUFTWAFFE** is a scenario and campaign book for **CHECK YOUR 6!** rules featuring historical scenarios for recreating the aerial campaigns over Germany from October 1943 to April 1944. 26 historical scenarios that can be played alone or as part of three campaigns using the unique **CY6! SPECIAL EVENT CAMPAIGN** system

**DAYS OF GLORY** is a scenario and campaign book for **CHECK YOUR 6!** rules featuring historical scenarios for recreating the aerial campaign between French, British and German forces over France and Dunkirk in 1940. 25 historical scenarios can be played alone or as a campaign



**ROAD TO RABAU** is a scenario and campaign book for **CHECK YOUR 6!** rules featuring historical scenarios for recreating the Pacific aerial campaigns over Australia, New Guinea, and Rabaul in 1943-44. 24 historical scenarios that can be played alone or as a campaign

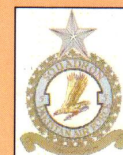
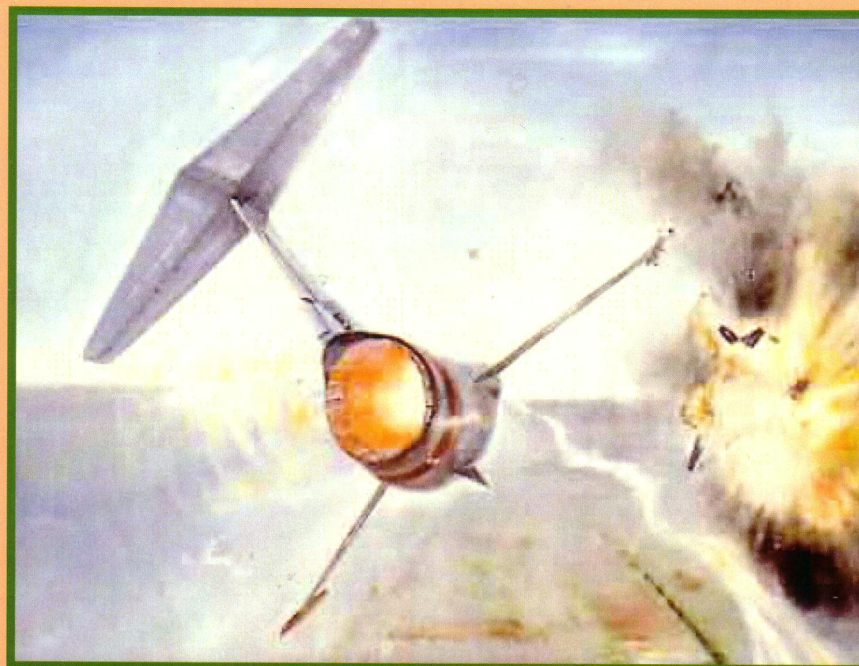


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# CRISIS IN KASHMIR!



**CRISIS IN KASHMIR!** is a scenario and campaign book for the popular **Check Your 6 Jet Age** Air Combat and Campaign Rules. The book provides comprehensive coverage of the air war between India and Pakistan in 1965 under one cover, with **special rules** for the Indian and Pakistani air forces and **19 scenarios**. The scenarios pit the evenly matched **Hawker Hunter** and **F-86F Sabre** against each other in tense maneuvering combat – will Pakistan's new AIM-9B Sidewinder missiles prove to be the edge needed to carry the day? The book also features the first combat employment of the **F-104A Starfighter** and **MiG-21 Fishbed**, following these two legendary fighters in a face-off over the foothills of the Himalayas. Scenarios include the diminutive and quirky **Folland Gnat**, which gained a reputation in the hands of the Indian Air Force as the "Sabre Slayer." **Canberra** bombers flying against Sabres in a do-or-die mission and the final air-to-air engagement of the **deHavilland Vampire** are likewise covered in exciting scenarios. The book showcases massive cannon armament against the effectiveness of the promising but unproven **AIM-9B Sidewinder** missile – and the outcome is always a surprise! Whatever you do...don't make a mistake...

**HISTORICAL RESEARCH:** The book includes several introduction sections containing campaign historical background and campaign maps. The book also contains detailed notes and rare pictures of the various aircraft featured in the campaign.

**AIRCRAFT STATISTICS:** The book contains aircraft statistics for all of the key US, British, Indian and Soviet-built aircraft of the 1965 war in **CHECK YOUR 6 JET AGE** format for use in the scenarios and campaign.

**JET AGE STRATEGIC CAMPAIGN SYSTEM:** This book features a **unique new Strategic Campaign System**. The scenarios can be played individually or as one grand campaign. See how your performance in the air impacts the ground war, and influence the fight with deft political choices and the savvy use of your limited resources. Will your air force be able to break the deadlock at Akhnur, or force the defenses at the Ichogil Canal?



## JET-AGE AIR COMBAT & CAMPAIGN RULES

From the Designers of SkirmishCampaigns



**CY6!** 2007 Origins Award for  
Historical Miniatures Rules

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